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Research Product 85-34

Drill Trainer's Guides

for

Assault Gun Crews and Platoons

Presidio of Monterey Field Unit

Training Research Laboratory

February 1985

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20. ABSTRACT (Continue on reverse side if necessary and identify by block number) ARI designed the Drill Training Package in response to a CSofA policy directive in 1980 to standardize training for small units (such as the rifle squad) through programs which integrated individual and collective training. Working with the Army Training Board as project sponsor, ARI developed a small-unit training program featuring  <ul style="list-style-type: none"> <li>• squad and platoon drills to be executed in response to enemy threat or leader order;</li> </ul> (over)		

ARI Research Product 85-34

## 20. ABSTRACT (cont.)

- standardized training procedures and conditions;
- explicitly integrated individual (Soldier's Manual) and unit collective (ARTEP) training;
- enhanced realism and validity of tactical training through the use of the Multiple Integrated Laser Engagement System (MILES);
- step-by-step guides including task, conditions, standards and coaching points for use by the trainer in preparing for and executing the training in the field.

The Drill Trainer's Guides for Assault Gun Crews and Platoons are contained in this pocket-sized Guidebook for the leader/trainer to use in training and evaluating his troops in the field. The Guidebook helps the small unit leader plan, execute, and evaluate the results of his training. Specifically, the Guidebook includes aids for:

- |                     |                                           |
|---------------------|-------------------------------------------|
| <u>Planning;</u>    | • platoon and crew drill training roadmap |
| <u>Leaders; and</u> | • summary of troop leading procedures     |
|                     | • contents of the OPORD                   |
|                     | • platoon fire commands                   |
| <u>Training</u>     | • training objective                      |
|                     | • orientation guide                       |
|                     | • applicable cautions                     |
|                     | • set-up instructions                     |
|                     | • walk-thru instructions                  |
|                     | - task/conditions/standards               |
|                     | - coaching points                         |

Research Product 85-34

Drill Trainer's Guides

for

Assault Gun Crews and Platoons

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Education and Training



PRESIDIO OF MONTEREY FIELD UNIT  
UNIT TRAINING PROGRAMS TEAM

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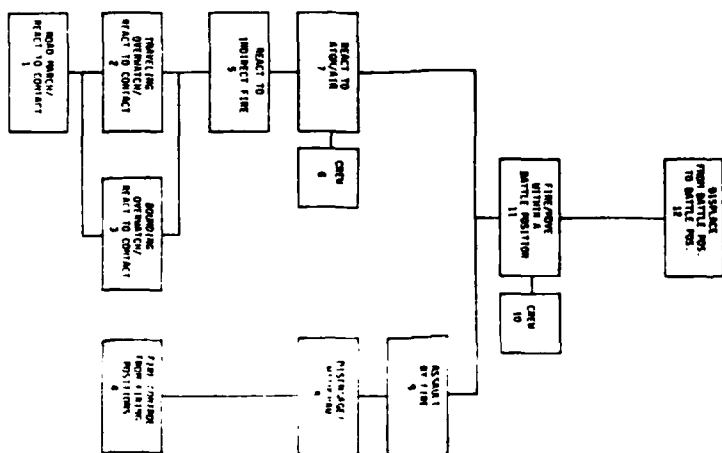
These experimental Trainer's Guides were prepared by  
ARI at the request of the High Technology Test Bed.

Development of this research product was coordinated  
with:

ARMY TRAINING BOARD  
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## TROOP LEADING PROCEDURES

### 1. BEGIN PLANNING

- A. DEVELOP ESTIMATE OF THE SITUATION (REVIEW THE MISSION TO BE SURE YOU UNDERSTAND IT)
- B. PLAN THE USE OF AVAILABLE TIME; ISSU WARNING ORDER
- C. CONTINUE TO UPDATE YOUR ESTIMATE
  - (1) ANALYZE TERRAIN FROM MAP, SKETCH, R AERIAL PHOTOGRAPH FOR:
    - (A) OBSERVATION AND FIELDS OF FIRE
    - (B) COVER AND CONCEALMENT
    - (C) OBSTACLES
    - (D) KEY TERRAIN FEATURES
    - (E) AVENUE OF APPROACH
  - (2) ANALYZE ENEMY: STRENGTH, LOCATIONS, CAPABILITIES, MISSION, AND LIKELY RESPONSE.

A-1

### 2. ARRANGE FOR:

- A. MOVEMENT OF UNIT (WHERE, WHEN, HOW)
  - B. RECONNAISSANCE (SELECT: ROUTE, PERSONS TO TAKE ALONG, JOBS/TASKS OF SUBORDINATES)
  - C. DELIVERY OF ORDER (NOTIFY SUBORDINATE LEADERS OF TIME AND PLACE)
  - D. COORDINATION (ADJACENT AND SUPPORTING UNITS)
3. MAKE RECONNAISSANCE (COMPLETE ANALYSIS OF ENEMY AND TERRAIN)
4. COMPLETE PLAN (CONFIRM INITIAL ESTIMATE)
5. ISSUE ORDER (SEE PAGE A-3)
6. SUPERVISE ACTIVITIES (A CONTINUOUS PROCESS THROUGHOUT THE MISSION)

A-2

# OPERATION ORDER

## 1. SITUATION

### A. ENEMY FORCE

- (1) SITUATION (CLOUD, WEATHER, AND TERRAIN)
- (2) CAPABILITIES
- (3) PROBABLE COURSE OF ACTION

NO  
GO GO

### B. FRIENDLY FORCE

- (1) MISSION OF NEXT HIGHER UNIT
- (2) MISSION OF ADJACENT UNITS (LEFT, RIGHT, FRONT, REAR)
- (3) MISSION AND LOCATION OF SUPPORTING ELEMENTS

### C. ATTACHMENTS AND DETACHMENTS

## 2. MISSION: WHO, WHAT, WHEN, WHY, WHERE (COORDINATES)

## 3. EXECUTION

### A. CONCEPT OF OPERATION

- (1) SCHEME OF MANEUVER
  - (A) ORDER OF MOVEMENT, FORMATION
  - (B) ROUTE
  - (C) TACTICAL MISSIONS TO SUBORDINATE UNITS
- (2) PLAN OF FIRE SUPPORT

### B. SUB-UNIT SUB-PARAGRAPHS FOR ELEMENTS, TEAMS, AND INDIVIDUALS.

### C. COORDINATING INSTRUCTIONS, INCLUDING:

- (1) TIME OF DEPARTURE (AND RETURN, IF APPLICABLE)
- (2) PRIMARY AND ALTERNATE ROUTES
- (3) ORGANIZATION FOR MOVEMENT

A-3

- (4) RALLY POINTS AND ACTIONS AT RALLY POINTS
- (5) REHEARSALS AND INSPECTIONS
- (6) OTHER PLANS FOR CONTROL
- (7) OTHER SPECIFIC INSTRUCTIONS

NO  
GO GO

## 4. SERVICE SUPPORT

### A. SUPPLY

- (1) RATIONS
- (2) UNIFORM AND EQUIPMENT
- (3) ARMS AND AMMUNITION
- (4) CAPTURED MATERIEL

### B. TRANSPORTATION

### C. MEDICAL EVACUATION

### D. PERSONNEL

### E. PRISONERS OF WAR

## 5. COMMAND AND SIGNAL

### A. SIGNAL

- (1) FREQUENCIES AND CALL SIGNS
- (2) PYROTECHNICS AND SIGNALS
- (3) CHALLENGE AND PASSWORD
- (4) CODE WORDS

### B. COMMAND

- (1) COMMANDER, LEADER LOCATION
- (2) CHAIN OF COMMAND

A-4

#### PLATOON FIRE COMMANDS

Speed and accuracy are vital when engaging enemy targets. Fire commands must be clear, concise, and complete. The use of a standard format for platoon fire commands helps insure that all necessary information is given in the minimum time.

The elements of a platoon fire command issued in the recommended sequence are:

<u>ELEMENT</u>	<u>EXAMPLE</u>
ALERT	"Tango four one-this is tango four zero"
WEAPON*	"TOW" or "Twenty-five" or "Coax"
DESCRIPTION	"Four tanks and three BMPs"
LOCATION	"East of TRP 004" or "Front 2000"
CONTROL (optional)	"Depth" or "Cross" or "Frontal"
EXECUTION	"Fire" or "At my command"

\*NOTE: "TOW" means TOW Missile  
"Twenty-five" means 25mm (Bushmaster) automatic cannon  
"Coax" means 7.62mm coaxially mounted machine gun  
"TRP" means Target Reference Point

B-1

#### NOTE:

DRILLS SHOULD BE PERFORMED UNDER DAY, NIGHT, AND LIMITED VISIBILITY CONDITIONS. ADJUST STANDARDS FOR DECREASED VISIBILITY.

## TRAINER'S GUIDE OUTLINE

## PLATOON ROAD MARCH/REACTION TO CONTACT

- a. Task: You will be learning how to perform a Road March, and what to do if you come under direct fire.

- b. Conditions:

- (1) Friendly: Platoon is moving at the lead of a company Road March.

- (2) **Enemy:** Contact is not expected.

- c. Standards:

(a)	Vehicles maintain:		
	<ul style="list-style-type: none"> <li>● Staggered column.</li> </ul>		
	1-1		
	<ul style="list-style-type: none"> <li>● Lateral dispersion of approximately 50 meters.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Interval of 50-100 meters depending upon terrain and vegetation.</li> </ul>		
b)	While moving, individual vehicles maintain own local security:		
	<ul style="list-style-type: none"> <li>● Assault Gun (25mm) is manned and oriented toward sector of responsibility.</li> </ul>		
c)	<ul style="list-style-type: none"> <li>● Vehicles adjust their positions as necessary to maintain visual contact with adjacent vehicle(s).</li> </ul>		
	<ul style="list-style-type: none"> <li>● Vehicles adjust movement route or speed as directed by Platoon Leader.</li> </ul>		
d)	<ul style="list-style-type: none"> <li>● Platoon Leader informs company of arrival at phase lines and check points.</li> </ul>		

(e) When the platoon is taken under effective fire:		
<ul style="list-style-type: none"> <li>• Vehicles with line of sight immediately return fire.</li> </ul>		
<ul style="list-style-type: none"> <li>• All vehicles move directly to best available covered/concealed positions.</li> </ul>		
(f) <ul style="list-style-type: none"> <li>• Platoon Leader transmits SITREP to company ASAP.</li> </ul>		

2. ORIENTATION: Tell why the task is important. Stress the importance of dispersion and speed along with visual and radio communication.
3. CAUTION: Caution the drivers to be careful until they get the feel of their vehicles on different types of terrain. Warn all crew members to strap in and hang on tight during movement to prevent injury from buffeting.
4. PRETEST; See Set-Up directions and Walk-Thru.

1-3

## 5. PRESENTATION:

### a. Optional Demonstration:

- (1) If a nearby platoon has successfully performed the Drill, have this platoon demonstrate it.
- (2) Explain what they are doing and why as they demonstrate. Use the Standards as a guide.
- (3) Summarize what the demonstrating platoon did.

### b. Set-Up Directions:

#### (1) Training Site Contains:

- (a) Platoon movement along assigned route over terrain varying in trafficability, natural cover and concealment, and opportunities for observation and fire.
- (b) Potential enemy positions along assigned route.
- (c) Lane (route) of sufficient length and width to permit vehicles to maneuver

1-4

freely, to react, and to adjust formation as required by terrain or enemy actions.

- (2) OPFOR: At the beginning of training, OPFOR are used primarily as observers. After basic movement skills are learned, OPFOR simulate fire.

There are two primary ways to simulate enemy attack:

- a. APC, tank, or M60 machinegun, with or without MILES, firing blanks.
  - b. Artillery simulator and Trainer's report of enemy contact ("four BMPs, two o'clock, one click.")
- (3) Unit: From tactical halt position at beginning of lane, deliver FRAGO covering situation, assigned route, and limits.
- (4) MILES: Train without MILES until unit learns basic skills. Then equip unit and OPFOR with MILES and train to mastery.

1-5

c. Walk-Thru:

- (1) Before the walk-thru:

- (a) Coach soldiers to:

- 1 SECURE ALL EQUIPMENT ON THE VEHICLE.
- 2 CHECK COMMO.
- 3 CHECK WEAPONS.

- (b) Platoon Leader:

- 1 POSITIONS HEAVY SECTION IN THE LEAD.
- 2 TRAVELS IN THE LEAD SECTION TO CONTROL MOVEMENT AND NAVIGATION.
- 3 POSITIONS HIMSELF IN THE SECOND VEHICLE OF THE COLUMN, OR WHEREVER ELSE HE THINKS HE CAN BEST CONTROL HIS UNIT.
- 4 POSITIONS VEHICLES AT PROPER INTERVALS AND EXPLAINS NEED TO KEEP INTERVALS FOR SAFETY.

1-6

(2) During the walk-thru:

- (a) Order platoon to move out. As platoon moves, apply the Standards:

VEHICLES MAINTAIN:

- STAGGERED COLUMN.
- LATERAL DISPERSION OF APPROXIMATELY 50 METERS.
- INTERVAL OF 50-100 METERS DEPENDING UPON TERRAIN AND VEGETATION.

Coach soldiers to:

- 1 Use visual signals whenever possible.
- 2 Use radio only as necessary.

1-7

- (b) While moving, individual vehicles maintain local security. Apply the Standard:

- ASSAULT GUN (25MM) IS MANNED AND ORIENTED TOWARD SECTOR OF RESPONSIBILITY.

- (c) Apply the Standards:

- VEHICLES ADJUST THEIR POSITIONS AS NECESSARY TO MAINTAIN VISUAL CONTACT WITH ADJACENT VEHICLE(S).
- VEHICLES ADJUST MOVEMENT ROUTE OR SPEED AS DIRECTED BY PLATOON LEADER.

NOTE: Platoon Leader should intentionally change movement route and speed during training to give platoon this experience.

1-8

(d) Apply the Standard:

- PLATOON LEADER INFORMS COMPANY OF ARRIVAL AT PHASE LINES AND CHECK POINTS.

After the platoon has learned the movement skills, you can continue on to the second section of this Drill.

(e) Signal the OPFOR to open fire. Apply the Standards:

WHEN THE PLATOON IS TAKEN UNDER EFFECTIVE FIRE:

- VEHICLES WITH LINE OF SIGHT IMMEDIATELY RETURN FIRE.

1-9

- ALL VEHICLES MOVE DIRECTLY TO BEST AVAILABLE COVERED/CONCEALED POSITIONS.

Stress to soldiers that:

- 1 When brought under fire their first priority is to get to cover/concealment ASAP. OPFOR will not open fire unless platoon is already vulnerable.
- 2 Suppression of the enemy by immediate direct fire is vital.

(f) Apply the Standard:

- PLATOON LEADER TRANSMITS SITREP TO COMPANY ASAP.

Sitrep will follow unit SOP and should cover the four w's (who, what, when, where).

1-10



(g) Signal OPFOR to cease firing. Order platoon to cease firing.

(h) Feedback:  
Assemble the platoon and OPFOR for an After Action Review. Use the Standards to be sure important training points are covered. Emphasize strong points and explain how to improve weaknesses.

6. PRACTICE:

- a. Conduct the Drill according to directions in the blocks above.
- b. Introduce the following variations as you repeat the Drill:

1-11

- (1) After platoon has learned the basic movement, permit OPFOR to engage from a distance to practice "Reaction to Contact."
- (2) Select different terrain.
- (3) Reduce coaching until the platoon can perform to Standards without it.

7. PERFORM:

Inform CO CDR that platoon is ready for evaluation.

1-12

## TRAINER'S GUIDE OUTLINE

### PLATOON MOVES IN TRAVELING OVERWATCH/REACTS TO CONTACT

#### 1. TRAINING OBJECTIVE:

- a. Task: You will be learning how to move in Traveling Overwatch, and what to do if you come under direct fire.
- b. Conditions:
  - (1) Friendly: Platoon is moving as lead platoon in a company tactical movement.
  - (2) Enemy: Contact is possible.
- c. Standards:

	GO	NO GO
(a) • Distance of 100-400 meters is maintained between sections, depending upon terrain and vegetation.		
2-1		

(b) • Overwatching section positions itself to overwatch the route of advance of the leading section.		
(c) • Sections maintain visual contact with each other.		
(d) Vehicles in each section maintain:		
• Staggered column.		
• Lateral dispersion of approximately 50 meters.		
• Interval of 50-100 meters depending upon terrain and vegetation.		
(e) While moving, individual vehicles maintain own local security:		

<ul style="list-style-type: none"> <li>● Assault Gun (25mm) is manned and oriented toward sector of responsibility.</li> </ul>		
(f) <ul style="list-style-type: none"><li>● Vehicles adjust their positions as necessary to maintain visual contact with adjacent vehicle(s).</li></ul>		
Both sections adjust formation to:		
<ul style="list-style-type: none"> <li>● Maintain dispersion.</li> </ul>		
<ul style="list-style-type: none"> <li>● Take advantage of available cover/concealment.</li> </ul>		
Lead Section:		
<ul style="list-style-type: none"> <li>● Adjusts movement route or speed as directed by Platoon Leader.</li> </ul>		
2-3		

(g) <ul style="list-style-type: none"><li>● Platoon Leader informs company of arrival at phase lines.</li></ul>		
(h) When the lead section is taken under fire:		
Trailing section:		
<ul style="list-style-type: none"> <li>● Immediately returns high volume of fire.</li> </ul>		
Lead Section:		
<ul style="list-style-type: none"> <li>● Returns fire.</li> </ul>		
<ul style="list-style-type: none"> <li>● Moves directly to best available covered/concealed positions.</li> </ul>		
<ul style="list-style-type: none"> <li>● Fires on enemy at high rate once in position.</li> </ul>		

- (1) • Platoon Leader transmits SITREP to company ASAP.

2. ORIENTATION: Tell why the task is important. Stress the importance of dispersion and speed along with communication and mutual support.
3. CAUTION: Caution the drivers to be careful until they get the feel of their vehicles on different types of terrain. Warn all crew members to strap in and hang on tight during movement to prevent injury from buffeting.
4. PRETEST: See Set-Up Directions and Walk-Thru.
5. PRESENTATION:
  - a. Optional Demonstration:
    - (1) If a nearby platoon has successfully performed the Drill, have this platoon demonstrate it.

2-5

- (2) Explain what they are doing and why as they demonstrate. Use the Standards as a guide.
- (3) Summarize what the demonstrating platoon did.
- b. Set-Up Directions:
  - (1) Training Site Contains:
    - (a) Platoon movement along assigned route over terrain varying in trafficability, natural cover and concealment, and opportunities for observation and fire.
    - (b) Potential enemy positions along assigned route.
    - (c) Lane (route) of sufficient length and width to permit vehicles to maneuver freely, to react and to adjust formation as required by terrain or enemy actions. Lane should be wide enough so that overwatching section is not forced to move directly behind leading section.

2-6

- (2) OPFOR: At the beginning of training, OPFOR are used primarily as observers. After basic movement skills are learned, OPFOR simulate fire.

There are two primary ways to simulate enemy attack.

- a. APC, tank, or M60 machinegun, with or without MILES, firing blanks.
  - b. Artillery simulator and Trainer's report of enemy contact, ("four BMPs, two o'clock, one click.")
- (3) Unit: From tactical halt position at beginning of lane deliver FRAGO covering situation, assigned route, and limits.
- (4) MILES: Train without MILES, until unit learns basic skills. Then equip unit and OPFOR with MILES and train to mastery.

2-7

c. Walk-Thru:

- (1) Before the walk-thru:

(a) Demonstrate the technique of Traveling Overwatch on a chalkboard or on the ground. Be sure to explain the job of overwatching section.

- (b) Coach soldiers to:

- 1 SECURE ALL EQUIPMENT ON THE VEHICLE.
- 2 CHECK COMMO.
- 3 CHECK WEAPONS.

- (c) Platoon Leader:

- 1 POSITIONS HEAVY SECTION 100-400 METERS FORWARD OF LIGHT SECTION, DEPENDING UPON TERRAIN AND VEGETATION.
- 2 SETS INTERVAL/DISTANCE BETWEEN VEHICLES, AND EXPLAINS IMPORTANCE OF DISPERSION FOR SAFETY.

2-8

3 TRAVELS IN THE LEAD SECTION TO CONTROL MOVEMENT AND NAVIGATION.

4 POSITIONS HIMSELF IN THE SECOND VEHICLE OF THE LEAD SECTION, OR WHEREVER ELSE HE THINKS HE CAN BEST CONTROL HIS UNIT.

(2) During the walk-thru:

(a) Order platoon to move out. As platoon moves, apply the Standard:

- DISTANCE OF 100-400 METERS IS MAINTAINED BETWEEN SECTIONS, DEPENDING UPON TERRAIN AND VEGETATION.

Explain to soldiers that the two sections are separated so that the entire platoon will not be brought under fire simultaneously. This allows the trail-

2-9

ing section to come to the aid of the leading section with suppressive fire.

(b) Apply the Standard:

- OVERWATCHING SECTION POSITIONS ITSELF TO OVERWATCH THE ROUTE OF ADVANCE OF THE LEADING SECTION.

(c) Apply the Standard:

- SECTIONS MAINTAIN VISUAL CONTACT WITH EACH OTHER.

Explain to soldiers that sections should maintain visual contact with each other:

- 1 So overwatching section will avoid firing on their own leading section.

2-10

- 2 So leading section will avoid masking the fires of their over-watching section.

(d)

Apply the Standards:

VEHICLES IN EACH SECTION MAINTAIN:

- STAGGERED COLUMN.
- LATERAL DISPERSION OF APPROXIMATELY 50 METERS.
- INTERVAL OF 50-100 METERS DEPENDING UPON TERRAIN AND VEGETATION.

Coach soldiers to:

- 1 Use visual signals whenever possible.
- 2 Use radio only as necessary.

2-11

(e)

While moving, individual vehicles maintain own local security:

- ASSAULT GUN (25MM) IS MANNED AND ORIENTED TOWARD SECTOR OF RESPONSIBILITY.

(f)

Apply the Standards:

- VEHICLES ADJUST THEIR POSITIONS AS NECESSARY TO MAINTAIN VISUAL CONTACT WITH ADJACENT VEHICLE(S).

BOTH SECTIONS ADJUST FORMATION TO:

- MAINTAIN DISPERSION.
- TAKE ADVANTAGE OF AVAILABLE COVER/ CONCEALMENT.

LEAD SECTION:

- ADJUSTS MOVEMENT ROUTE OR SPEED AS DIRECTED BY PLATOON LEADER.

2-12

Coach soldiers to:

- 1 Use visual signals whenever possible.
- 2 Use radio only as necessary.

(g)

Apply the Standard:

- PLATOON LEADER INFORMS COMPANY OF ARRIVAL AT PHASE LINES.

-----  
After the platoon has learned the movement skills, you can continue on to the second section of this drill.  
-----

(h)

Signal the OPFOR to open fire. When the lead section is taken under fire, apply the Standards:

2-13

TRAILING SECTION:

- IMMEDIATELY RETURNS HIGH VOLUME OF FIRE.

LEAD SECTION:

- RETURNS FIRE.
- MOVES DIRECTLY TO BEST AVAILABLE COVERED/CONCEALED POSITIONS.
- FIRES ON ENEMY AT HIGH RATE ONCE IN POSITION.

Stress to soldiers that:

- 1 When brought under fire their first priority is to get to cover/concealment ASAP. OPFOR will not open fire unless platoon is already vulnerable.
- 2 Suppression of the enemy by immediate direct fire is vital.

2-14

1



(i) Apply the Standard:

- PLATOON LEADER TRANSMITS SITREP TO COMPANY ASAP.

Sitrep will follow unit SOP and should cover the four w's (who, what, when, where).

(j) End Drill by ordering platoon to cease fire. Signal OPFOR to cease fire (if OPFOR used).

(k) Feedback:

Assemble the platoon (and OPFOR if used) for an After Action Review. Use the Standards to be sure important training

2-15

points are covered. Emphasize strong points and explain how to improve weaknesses.

6. PRACTICE:

- a. Conduct the Drill according to directions in the blocks above.
- b. Introduce the following variations as you repeat the Drill:
  - (1) After platoon has learned the basic movement, permit OPFOR to engage the lead section from a distance to practice "Reacts to Contact."
  - (2) Have sections change roles, so that each section has a chance to be both "lead section" and "overwatch section".
  - (3) Select different terrain.

(4) Reduce coaching until the platoon can perform to Standards without it.

7. PERFORM:

Inform CO CDR that platoon is ready for evaluation.

# TRAINER'S GUIDE OUTLINE

## PLATOON MOVES IN BOUNDING OVERWATCH/REACTS TO CONTACT

### 1. TRAINING OBJECTIVE:

- a. Task: You will be learning how to move in Bounding Overwatch, and what to do if you are brought under direct fire.
- b. Conditions:
  - (1) Friendly: Platoon is moving as lead platoon in a company tactical movement.
  - (2) Enemy: Contact is expected.
- c. Standards:

	GO	NO GO
(a) Bounding section: <ul style="list-style-type: none"> <li>• Backs out of covered starting positions, if necessary to avoid skylining.</li> </ul>		
3-1		
<ul style="list-style-type: none"> <li>• Moves along designated route taking advantage of available cover/concealment.</li> </ul>		
Overwatch section: <ul style="list-style-type: none"> <li>• Provides overwatch continuously.</li> </ul>		
(b) Individual vehicles maintain own local security during bounds: <ul style="list-style-type: none"> <li>• Assault Gun (25mm) is manned and oriented toward sector of responsibility.</li> </ul>		
(c) <ul style="list-style-type: none"> <li>• Bounding section moves into covered/concealed positions (hull-down, if possible) as directed.</li> </ul>		
<ul style="list-style-type: none"> <li>• Bounding section leader signals the overwatch section when the area is secure.</li> </ul>		

<p>(d) Overwatch section:</p> <ul style="list-style-type: none"> <li>• After signal from bounding section, backs out of positions, if necessary to avoid skylining.</li> </ul> <hr/> <ul style="list-style-type: none"> <li>• Moves forward to the next overwatch position using best available cover/concealment enroute.</li> </ul> <hr/> <ul style="list-style-type: none"> <li>• Maintains dispersion during the move.</li> </ul> <hr/> <p>Bounding section:</p> <ul style="list-style-type: none"> <li>• Provides overwatch continuously.</li> </ul>		
<p>(e) • Vehicles in the overwatch section move smoothly into dispersed covered/concealed overwatch positions (hull-down, if possible).</p>		
<p>3-3</p>		

<p>(f) When all vehicles are in position:</p> <ul style="list-style-type: none"> <li>• Platoon Leader signals bounding section to move out.</li> </ul>		
<p>(g) When the bounding section is taken under fire:</p> <p>Overwatch section:</p> <ul style="list-style-type: none"> <li>• Immediately returns high volume of fire.</li> </ul> <hr/> <p>Bounding section:</p> <ul style="list-style-type: none"> <li>• Immediately returns fire.</li> </ul> <hr/> <ul style="list-style-type: none"> <li>• Moves directly to the best available covered/concealed positions.</li> </ul> <hr/> <ul style="list-style-type: none"> <li>• Fires on enemy at a high rate, once in position.</li> </ul>		

(h) • Platoon Leader transmits SITREP to company ASAP.

2. ORIENTATION: Tell why the task is important. Stress the importance of dispersion, communication, and mutual support.
3. CAUTION: Caution the drivers to be careful until they get the feel of their vehicles on different types of terrain. Warn crew members to strap in and hang on tight during movement to prevent injury from buffeting.
4. PRETEST: See Set-Up Directions and Walk-Thru.
5. PRESENTATION:
  - a. Optional Demonstration:

3-5

- (1) If a nearby platoon has successfully performed the Drill, have this platoon demonstrate it.
  - (2) Explain what they are doing and why as they demonstrate. Use the Standards as a guide.
  - (3) Summarize what the demonstrating platoon did.
- b. Set-Up Directions:
- (1) Training Site Contains:
    - (a) Platoon movement along assigned route over terrain varying in trafficability, and providing:
      - 1 Covered/concealed routes for bounding section.
      - 2 Overwatch positions to cover bounding section by observation and fire.
      - 3 Cover/concealment in overwatch positions.

3-6

- (b) Potential enemy positions along assigned route.
- (c) Lane (route) of sufficient length and width to permit vehicles to maneuver freely, to react and adjust formation as required by terrain or enemy actions.
- (2) OPFOR: At the beginning of training, OPFOR are used primarily as observers. After basic movement skills are learned OPFOR may simulate fire.  
There are two ways to simulate enemy attack:
  - a. APC, tank, or M60 machinegun, with or without MILES, firing blanks.

3-7

- b. Artillery simulator and Trainer's report of enemy contact, ("four BMPs, two o'clock, one click.")
- (3) Unit: From tactical halt position at beginning of lane, deliver FRAGO covering situation, assigned route, and limits.
- (4) MILES: Train without MILES until unit learns basic skills. Then equip unit and OPFOR with MILES and train to mastery.
- c. Walk-Thru:
  - (1) Before the walk-thru:
    - (a) Demonstrate the Bounding Overwatch technique on a chalkboard or on the ground.

3-8

(b) Emphasize that "halted in overwatch" means being in covered positions that allow observation of the bounding section and fire on the enemy. Demonstrate good and poor use of cover and show how a position can offer concealment but no cover. Stress importance of cover.

(c) Coach soldiers to:

- 1 SECURE ALL EQUIPMENT ON THE VEHICLE.
- 2 CHECK COMMO.
- 3 CHECK WEAPONS.

(d) Platoon Leader:

- 1 POSITIONS HEAVY SECTION AND LIGHT SECTION IN COVERED/CONCEALED POSITIONS AT THE BEGINNING OF THE LANE.

3-9

- 2 ESTABLISHES WHICH SECTION WILL BOUND FIRST. (This section will be called the "bounding section" in this Drill.)

(2) During the walk-thru:

(a) Order bounding section to move out.  
As section moves, apply the Standards:

BOUNDING SECTION:

- BACKS OUT OF COVERED STARTING POSITIONS, IF NECESSARY TO AVOID SKYLINING.
- MOVES ALONG DESIGNATED ROUTE TAKING ADVANTAGE OF AVAILABLE COVER AND CONCEALMENT.

OVERWATCH SECTION:

- PROVIDES OVERWATCH CONTINUOUSLY.

3-10

Coach soldiers to:

- 1 Prevent skylining.
- 2 Use visual signals whenever possible.
- 3 Use radio only as necessary.

(b) Individual vehicles maintain own local security during bounds:

- ASSAULT GUN (25MM) IS MANNED AND ORIENTED TOWARD SECTOR OF RESPONSIBILITY.

(c) Apply the Standards:

- BOUNDING SECTION MOVES INTO COVERED/ CONCEALED POSITIONS (HULL-DOWN, IF POSSIBLE) AS DIRECTED.

3-11

- BOUNDING SECTION LEADER SIGNALS THE OVERWATCH SECTION WHEN THE AREA IS SECURE.

(d) OVERWATCH SECTION:

- AFTER SIGNAL FROM BOUNDING SECTION, BACKS OUT OF POSITIONS, IF NECESSARY TO AVOID SKYLINING.
- MOVES FORWARD TO THE NEXT OVERWATCH POSITION USING BEST AVAILABLE COVER/ CONCEALMENT ENROUTE.
- MAINTAINS DISPERSION DURING THE MOVE.

BOUNDING SECTION:

- PROVIDES OVERWATCH CONTINUOUSLY.



Coach soldiers to prevent skylining.

(e) Apply the Standard:

- VEHICLES IN THE OVERWATCH SECTION MOVE SMOOTHLY INTO DISPERSED COVERED/ CONCEALED OVERWATCH POSITIONS (HULL-DOWN, IF POSSIBLE).

Coach drivers to enter positions from the rear.

(f) When all vehicles are in position:

- PLATOON LEADER SIGNALS BOUNDING SECTION TO MOVE OUT.

Signaling is best done visually, orally if necessary, and by radio in an emergency.

3-13

-----  
After the platoon has learned the movement skills, you can continue on to the second section of this Drill.  
-----

(g) When the bounding section is taken under fire:

OVERWATCH SECTION:

- IMMEDIATELY RETURNS HIGH VOLUME OF FIRE.

BOUNDING SECTION:

- IMMEDIATELY RETURNS FIRE.
- MOVES DIRECTLY TO BEST AVAILABLE COVERED/ CONCEALED POSITIONS.
- FIRES ON ENEMY AT A HIGH RATE, ONCE IN POSITION.

3-14

Stress to soldiers that:

- 1 When brought under fire their first priority is to get to cover/concealment ASAP. OPFOR will not open fire unless platoon is already vulnerable.
- 2 Suppression of the enemy by immediate direct fire is vital.

(h) Apply the Standard:

- PLATOON LEADER TRANSMITS SITREP TO COMPANY ASAP.

SITREP will follow unit SOP and should cover the four w's (who, what, when, where).

3-15

- (i) End Drill after Platoon Leader finishes his call. Order platoon to cease fire. Signal OPFOR to cease fire (if used).

(j) Feedback:

Assemble the platoon (and OPFOR if used) for an After Action Review. Use the Standards to be sure important training points are covered. Emphasize strong points and explain how to improve weaknesses.

6. PRACTICE:

- a. Conduct the Drill according to directions in the blocks above.

3-16

b. Introduce the following variations as you repeat the Drill:

- (1) After platoon has learned the basic movement, have OPFOR engage the lead section from a distance to practice "Reacts to Contact."
- (2) Have sections change roles, so that each section has a chance to be both "bounding section" and "overwatch section."
- (3) Select different terrain.
- (4) Reduce coaching until the platoon can perform to Standards without it.

7. PERFORM:

Inform CO CDR that platoon is ready for evaluation.

# TRAINER'S GUIDE OUTLINE PLATOON FIRE CONTROL FROM FIRING POSITIONS

## 1. TRAINING OBJECTIVE:

- a. Task: You will be learning how to distribute the platoon's fires on an enemy objective.
- b. Conditions:
  - (1) Friendly: The platoon is in a battle position as part of a company flank attack on an enemy column.
  - (2) Enemy: An enemy motorized column is approaching the company kill zone.
- c. Standards:

	GO	NO GO
(a) • Platoon Leader assigns sectors of the 4-1		

enemy formation to vehicles for observation and fire.		
(b) • Vehicle commanders assign targets to crews in the following priority: tanks, then carriers, and then personnel.		
Weapons are assigned to targets according to the following four rules:		
• Tanks: use TOW.		
• Carriers at long range (greater than 2000 meters): use TOW.		
• Carriers at short range (less than 2000 meters): use Assault Gun (25mm).		
• Personnel: Use Coaxial Machine Gun (7.62mm).		
4-2		

- |                                                                                                                                    |  |  |
|------------------------------------------------------------------------------------------------------------------------------------|--|--|
| <ul style="list-style-type: none"> <li>● Assault Gun and TOW are not fired at the same time from the same vehicle.</li> </ul>      |  |  |
| <ul style="list-style-type: none"> <li>● Vehicle commanders control their vehicle's rate of fire.</li> </ul>                       |  |  |
| <ul style="list-style-type: none"> <li>● Assault Gun fires while TOW reloads, for engagements at less than 2000 meters.</li> </ul> |  |  |

2. ORIENTATION: Tell why the task is important. Stress the importance of team work in the servicing of targets and the operation of weapons, and the importance of communication between Platoon Leader and vehicle commander, and between vehicle commander and crew.
3. CAUTION: Tell the platoon the safety SOP for blank ammo and TOW Missile backblast area (stay back 50 meters). Caution OPFOR drivers to watch for dismounted OPFOR soldiers.
4. PRETEST: See Set-Up Directions and Walk-Thru.

4-3

## 5. PRESENTATION:

### a. Optional Demonstration:

- (1) If possible, have the platoon observe another platoon as it executes the Drill.
- (2) Explain what they are doing and why as they demonstrate. Use the Standards as a guide.
- (3) Summarize what the demonstrating platoon did.

### b. Set-Up Directions:

#### (1) Training Site Contains:

- (a) A relatively flat and open training area up to 3000 meters long and 1000 meters wide.
- (b) Covered/concealed firing positions for the unit.

- (2) OPFOR: Early in training, silhouettes may be employed to simulate an OPFOR. Position silhouettes about 2000 meters away in Threat-type formation (see Figure on 4-13).

Later in training, OPFOR includes armored vehicles (a mix of tanks and APCs) and dismounted infantry. Instruct OPFOR to return fire when fired upon and continue moving in a Threat-type formation (see Figure on 4-13) Set-up OPFOR to move at an oblique angle to the unit.

- (3) Unit: Emplace unit in battle position such that:

- Individual vehicles are 50-100 meters apart in the platoon line.

4-5

- Vehicles hull-down, if possible.

Individual firing positions:

- Permit observation and fire on the objective.
- Make the most of available cover and concealment.

Platoon Leader places his vehicle in the best possible position to:

- Observe the enemy.
- See as many of the platoon's vehicles as possible.
- Take advantage of available cover/concealment.

Later Drills (9, 10, 11) will teach individual crews and platoons how to take up firing positions. For this Drill, platoons must be positioned

4-6

correctly in advance.

- (4) MILES: Train without MILES until unit learns basic skills. Then equip unit and OPFOR with MILES and train to mastery.

c. Walk-Thru:

(1) Before the walk-thru:

(a) Coach soldiers to:

- 1 SECURE ALL EQUIPMENT ON THE VEHICLE.
- 2 CHECK COMMO.
- 3 CHECK WEAPONS.

(2) During the walk-thru:

- (a) Begin Drill by signalling OPFOR to move to static positions or move along route, and apply the Standard:

4-7

- PLATOON LEADER ASSIGNS SECTORS OF THE ENEMY FORMATION TO VEHICLES FOR OBSERVATION AND FIRE.

- (b) Platoon Leader orders unit to open fire and applies the Standards:

- VEHICLE COMMANDERS ASSIGN TARGETS TO CREWS IN THE FOLLOWING PRIORITY: TANKS, THEN CARRIERS, AND THEN PERSONNEL.

WEAPONS ARE ASSIGNED TO TARGETS ACCORDING TO THE FOLLOWING FOUR RULES:

- TANKS: USE TOW.
- CARRIERS AT LONG RANGE (GREATER THAN 2000 METERS): USE TOW.
- CARRIERS AT SHORT RANGE (LESS THAN 2000 METERS): USE ASSAULT GUN (25MM).

4-8

- PERSONNEL: USE COAXIAL MACHINE GUN (7.62MM).
- ASSAULT GUN AND TOW ARE NOT FIRED AT THE SAME TIME FROM THE SAME VEHICLE.
- VEHICLE COMMANDERS CONTROL THEIR VEHICLE'S RATE OF FIRE.
- ASSAULT GUN FIRES WHILE TOW RELOADS, FOR ENGAGEMENTS AT LESS THAN 2000 METERS.

Explain to soldiers that:

- 1 Tanks are the most dangerous Threat and must be killed first.
- 2 The Assault Gun (25mm) should not be fired while the TOW is being tracked, since the resulting vibration may cause the TOW Gunner to miss his target.
- 3 The TOW and the Assault Gun (25mm) each have special advantages:

4-9

- a The advantages of the TOW over the Assault Gun are these:
  - Ability to kill a tank--the Assault Gun can only immobilize it.
  - Ability to destroy a target at an extended range (3750 meters).
- b The advantages of the Assault Gun over the TOW are these:
  - Relative speed of bullets compared to slower TOW Missile.
  - Rapid fire rate compared to TOW.
  - Ability to rapidly walk fire onto target and engage it.
  - Large quantity of Assault Gun ammunition carried on board, compared to relatively few TOW Missiles.

4-10



NOTE: The effective ranges of the unit's weapons are shown on page 4-14.

(c) End the exercise by signaling OPFOR (if used) to halt and cease fire. Order the platoon to cease fire.

(d) Feedback:  
Assemble the platoon and OPFOR (if used) for an After Action Review. Use the Standards to be sure important training points are covered. Emphasize strong points and explain how to improve weaknesses.

6. PRACTICE:

4-11

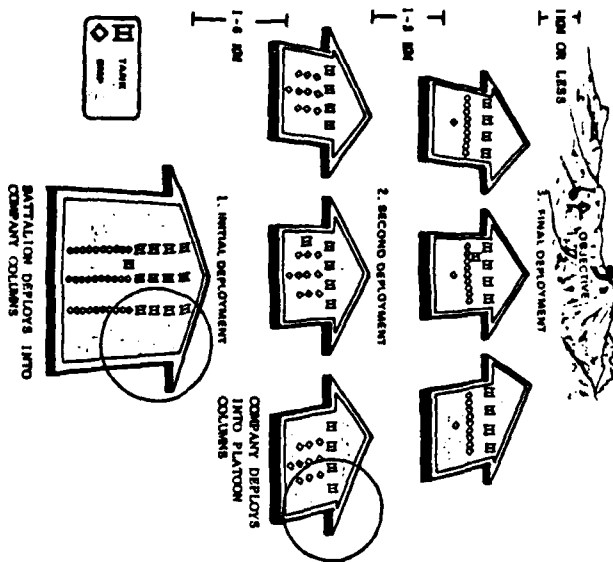
- a. Conduct the Drill according to directions in the blocks above.
- b. Introduce the following variations as you repeat the Drill:
  - (1) Vary OPFOR's angle of movement toward the platoon.
  - (2) Employ different terrain.
  - (3) Reduce coaching until the platoon can perform to the Standards without it.

7. PERFORM:

Inform CO CDR that platoon is ready for evaluation.

4-12

# BRINT MOTORIZED FORMATIONS



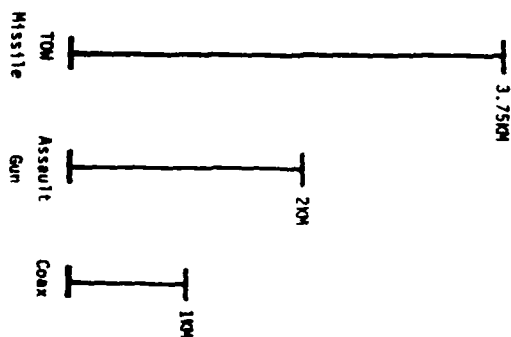
BRINT MOTORIZED FORMATIONS DURING MOVEMENT TO CONTACT.

1. INITIAL DEPLOYMENT
2. SECOND DEPLOYMENT
3. FINAL DEPLOYMENT

CIRCLES IDENTIFY SECTIONS OF BINT FORMATION DESIGNATED AS OBJECTIVE OF ASSAULT ON LEAS. USE THESE FORMATIONS AS SHOWN IN THIS FIGURE AS A GUIDE TO SETTING UP OPTION FOR DRILL.

4-13

# EFFECTIVE RANGES OF WEAPON SYSTEMS FOR ASSAULT GUN VEHICLE



4-14

TRAINER'S GUIDE OUTLINE  
PLATOON REACTS TO INDIRECT FIRE

1. TRAINING OBJECTIVE:

a. Task: You will be learning how to react to indirect fire while moving in platoon formation.

b. Conditions:

(1) Friendly: Platoon is moving cross-country as lead element in a company movement.

(2) Enemy: Platoon is operating within range of enemy artillery.

c. Standards:

	GO	NO GO
(a) • Vehicle commander, who first notices enemy fire, reports "incoming" to 5-1		

Platoon Leader ASAP.		
(b) • Platoon vehicles immediately close all hatches.		
(c) • Platoon Leader quickly orders unit to move rapidly out of impact area, using clock system to identify direction.		
(d) • Platoon vehicles maintain contact (do not lose track of each other).		
(e) • Platoon Leader orders unit to move to rally point.		
(f) • Platoon Leader transmits SITREP to company ASAP.		
(g) • Vehicles take advantage of available cover and concealment enroute to rally point.		

- |                                                                                                                             |  |  |
|-----------------------------------------------------------------------------------------------------------------------------|--|--|
|                                                                                                                             |  |  |
| <ul style="list-style-type: none"><li>● Platoon vehicles arrive at rally point within ____ minutes of each other.</li></ul> |  |  |

2. ORIENTATION: Tell why the task is important. That is, the mission of the Assault Gun Battalion will often place them within range of enemy artillery. Emphasize staying spread out on the move, and buttoning up and moving rapidly out of the impact area when brought under fire.
3. CAUTION: Caution the drivers to be careful until they get the feel of their vehicles on different types of terrain. Warn all crew members to strap in and hang on tight during movement to prevent injury from buffeting. Tell the platoon and OPFOR the safety precaution for using artillery simulators.
4. PRETEST: See Set-Up Directions and Walk-Thru.
5. PRESENTATION:

5-3

a. Optional Demonstration:

- (1) If a nearby platoon has successfully performed the Drill, have this platoon demonstrate it.
- (2) Explain what they are doing and why as they demonstrate. Use the Standards as a guide.
- (3) Summarize what the demonstrating platoon did.

b. Set-Up Directions:

- (1) Training Site Contains:
  - (a) Sufficient room for platoon movement along assigned route over terrain varying in trafficability, natural cover, and concealment.

5-4

- (b) Potential enemy positions along assigned route.
  - (c) A rally point at least \_\_\_\_\_ meters from the simulated artillery impact area.
- (2) OPFOR: Emplace OPFOR (with artillery simulators) in positions along route to mark the limits of the incoming artillery impact area. (OPFOR may be mounted or dismounted but must be concealed from view before discharging simulators).
  - (3) Unit: (Review Drill 1 to help you set up for this Drill). From a tactical halt position (assembly area) at the beginning of lane, deliver FRAGO covering situation, assigned

5-5

route, location of rally point, and limits.

- (4) MILES: Train without MILES until unit learns basic skills. Then equip unit and OPFOR with MILES and train to mastery. (You may first have to review the MILES rules of engagement for artillery fire with the OPFOR).

c. Walk-Thru:

- (1) Before the walk-thru:
  - (a) Coach soldiers to:
    - 1 SECURE ALL EQUIPMENT ON THE VEHICLE.
    - 2 CHECK COMMO.
  - (b) POSITION VEHICLES APPROPRIATELY FOR MOVEMENT (See Drill 1).

5-6

(c) REMIND DRIVERS TO BE ALWAYS ON THE ALERT TO SELECT COVERED POSITIONS AND ALTERNATE ROUTES WHILE MOVING.

(d) ORDER PLATOON TO MOVE OUT.

(2) During the walk-thru:

(a) When platoon reaches designated location on route, begin Drill by signalling the OPFOR to discharge artillery simulators and apply the Standard:

- VEHICLE COMMANDER, WHO FIRST NOTICES ENEMY FIRE, REPORTS "INCOMING" TO PLATOON LEADER ASAP.

(b) Apply the Standard:

5-7

- PLATOON VEHICLES IMMEDIATELY CLOSE ALL HATCHES.

(c) Apply the Standard:

- PLATOON LEADER QUICKLY ORDERS UNIT TO MOVE RAPIDLY OUT OF IMPACT AREA, USING CLOCK SYSTEM TO IDENTIFY DIRECTION.

Coach drivers to move rapidly along best covered route out of the impact area.

(d) Apply the Standard:

- PLATOON VEHICLES MAINTAIN CONTACT (DO NOT LOSE TRACK OF EACH OTHER).

Remind soldiers that they still have to protect each other from enemy direct fire.

(e)

Apply the Standard:

- PLATOON LEADER ORDERS UNIT TO MOVE TO RALLY POINT.

(f)

Apply the Standard:

- PLATOON LEADER TRANSMITS SITREP TO COMPANY ASAP.

SITREP will follow unit SOP and should cover the four w's (who, what, when, where).

5-9

NOTE: Report location of impact area with reference to checkpoints/phaselines.

(g)

Apply the Standards:

- VEHICLES TAKE ADVANTAGE OF AVAILABLE COVER AND CONCEALMENT ENROUTE TO RALLY POINT.
- PLATOON VEHICLES ARRIVE AT RALLY POINT WITHIN \_\_\_\_ MINUTES OF EACH OTHER.

(h)

Drill ends when all vehicles arrive at rally point.

5-10

(1)

**Feedback:**

Assemble the platoon and OPFOR for an After Action Review. Use the Standards to be sure important training points are covered. Emphasize strong points and explain how to improve weaknesses.

**6. PRACTICE:**

- a. Conduct the Drill according to directions in the blocks above.
- b. Introduce the following variations as you repeat the Drill:
  - (1) Select a different location for rally point.
  - (2) Select different terrain.

5-11

- (3) Vary the situation/movement technique.
- (4) Reduce coaching until the platoon can perform to Standards without it.

**7. PERFORM:**

Inform CO CDR that platoon is ready for evaluation.

5-12



# TRAINER'S GUIDE OUTLINE

## CREW REACTS TO ATGM/AIR

### 1. TRAINING OBJECTIVE:

a. Task: You will be learning how to respond to either an attack by enemy fighter aircraft or a shot from an ATGM. The principles you'll be learning here are the same in both cases.

### b. Conditions:

(1) Friendly: Crew is moving as part of a platoon tactical movement.

(2) Enemy: Enemy mounted/dismounted patrols have been observed in the Area of Operations; enemy controls the air-space.

### c. Standards:

	GO	NO GO
6-1		

(a) • Upon detection of missile/airthreat, warning is given.		
Warning includes:		
• Threat type.		
• Direction, using clock system.		
• Range.		
(b) • Vehicle immediately takes evasive action: heads straight for nearby cover/concealment if available, or dodges.		
(c) • Assault Gunner (25 Gunner) immediately returns heavy volume of fire in direction of missile gunner/airthreat.		
(d) • As soon as possible, vehicle commander calls in SITREP to Platoon Leader.		

2. ORIENTATION: Tell why the task is important. Stress the importance of each vehicle providing its own security, providing suppressive fires, and taking evasive action.
3. CAUTION: Tell the crew the safety caution for using blank ammunition. Warn crew to strap in and hold on tight when driver takes evasive action to prevent being harmed by buffeting.
4. PRETEST: See Set-Up Directions and Walk-Thru.
5. PRESENTATION:
  - a. Optional Demonstration:
    - (1) If a nearby vehicle crew has successfully performed the Drill, have this crew demonstrate it.
    - (2) Explain what they are doing and why as they demonstrate. Use the Standards as a guide.
    - (3) Summarize what the demonstrating crew did.

6-3

b. Set-Up Directions:

- (1) Training Site Contains:
  - (a) Movement along assigned route over terrain varying in trafficability, natural cover and concealment, and opportunities for observation and fire.
  - (b) Potential enemy positions along assigned route.
  - (c) Lane of sufficient length and width to permit vehicle to maneuver as required by terrain or enemy actions.
- (2) OPFOR: Emplace OPFOR ATGM-team in a covered/ concealed position along route of advance. Instruct OPFOR to remain in position and open fire on signal from Trainer. OPFOR will simulate one ATGM round.

6-4

Simulation of an enemy ATGM can be provided by a MILES-equipped TOW or DRAGON. If this is not feasible, the Trainer can report "ATGM from such-and-such a sector at such-and-such a distance" over the net.

The airthreat can be simulated by having OPFOR fly a remotely-controlled airplane over the vehicle. If this is not feasible, the trainer can report an airthreat over the net--specifying sector and distance.

- (3) Unit: The vehicle is moving across an open area.
- (4) MILES: Train without MILES until unit learns basic skills. Then equip unit and OPFOR with MILES and train to mastery.

6-5

c. Walk-Thru:

(1) Before the walk-thru:

(a) Coach soldiers to:

- 1 SECURE ALL EQUIPMENT ON THE VEHICLE.
- 2 CHECK COMMO.
- 3 CHECK WEAPONS.

(b) ORDER VEHICLE TO BEGIN MOVING ACROSS THE OPEN AREA.

(2) During the walk-thru:

- (a) Start Drill when vehicle is in position by signalling OPFOR to commence firing.

Apply the Standards:

- UPON DETECTION OF MISSILE/AIRTHREAT, WARNING IS GIVEN.

6-6

WARNING INCLUDES:

- THREAT TYPE.
- DIRECTION, USING CLOCK SYSTEM.
- RANGE.

Coach Soldiers to provide a rapid warning first and then give threat identity, direction, and distance, if possible.

(b) Apply the Standard:

- VEHICLE IMMEDIATELY TAKES EVASIVE ACTION: HEADS STRAIGHT FOR NEARBY COVER/CONCEALMENT, IF AVAILABLE, OR DODGES.

Stress that once brought under fire by ATGM or airtthreat, a crew's primary

6-7

responsibility is to provide enemy gunners with a poor target, by:

- 1 Moving to cover/concealment.
- 2 Dodging.
- 3 Employing smoke, if wind conditions permit.

(c) Apply the Standard:

- ASSAULT GUNNER (25 GUNNER) IMMEDIATELY RETURNS HEAVY VOLUME OF FIRE IN DIRECTION OF MISSILE GUNNER/AIRTHREAT.

Coach soldiers to:

- 1 Fire on missile gunner to suppress him.
- 2 Fire on airtthreat to force it to take evasive action.

6-8

(d)

Apply the Standard:

- AS SOON AS POSSIBLE, VEHICLE COMMANDER CALLS IN SITREP TO PLATOON LEADER.

SITREP will follow unit SOP and should cover the four w's (who, what, when, where).

(e)

End Drill when vehicle has reached cover or concealment or within 13 seconds, whichever comes first. Order gunner to cease fire.

(f)

Feedback:

Assemble the crew (and OPFOR if used) for an After Action Review. Use the Standards

6-9

to be sure important training points are covered. Emphasize strong points and explain how to improve weaknesses.

#### 6. PRACTICE:

- a. Conduct the Drill according to directions in the blocks above.
- b. Introduce the following variations as you repeat the Drill:
  - (1) Select different terrain.
  - (2) Vary the threat.
  - (3) Reduce coaching until the crew can perform to Standards without it.

#### 7. PERFORM:

Inform PL/PSG that crew is ready for evaluation.

# TRAINER'S GUIDE OUTLINE PLATOON REACTS TO ATGM/AIR

## 1. TRAINING OBJECTIVE:

- a. Task: You will be learning how to respond if your platoon is brought under attack by either enemy fighter aircraft or a shot from an ATGM. The principles you'll be learning here are the same in both cases.
- b. Conditions:
  - (1) Friendly: Platoon is moving as part of a company tactical movement.
  - (2) Enemy: Enemy mounted/dismounted patrols have been observed in the Area of Operations; enemy controls the airspace.
- c. Standards:

NO  
GO GO

7-1

(a)	● Crew detecting ATGM signature or enemy aircraft alerts other vehicles:		
	● Identifies threat type.		
	● Indicates range and direction using clock system oriented to platoon's center of mass.		
(b)	● Vehicles move immediately to nearby cover; or, move at high speed on a zig-zag path until cover is reached (if not nearby).		
	● Vehicles immediately engage ATGM position or aircraft with Assault Gun (25mm).		

7-2

(c) • Vehicles continue to engage threat from covered positions.		
• Platoon Leader calls in SITREP ASAP.		

2. ORIENTATION: Tell why the task is important. Stress the importance of each vehicle providing its own security, providing supporting fires, and taking evasive action.
3. CAUTION: Caution drivers to avoid colliding with other vehicles while evading threat. Warn all crew members to strap in and hang on tight when drivers take evasive action to prevent being harmed by buffeting. Tell gunners the safety caution for using blank ammunition.
4. PRETEST: See Set-Up Directions and Walk-Thru.
5. PRESENTATION:

7-3

a. Optional Demonstration:

- (1) If a nearby platoon has successfully performed the Drill, have this platoon demonstrate it.
- (2) Explain what they are doing and why as they demonstrate. Use the Standards as a guide.
- (3) Summarize what the demonstrating platoon did.

b. Set-Up Directions:

- (1) Training Site Contains:
  - (a) Platoon movement along assigned route over terrain varying in trafficability, natural cover and concealment, and opportunities for observation and fire.
  - (b) Potential enemy positions along assigned route.
  - (c) Lane (route) of sufficient length and width to permit platoon's vehicles to maneuver as required by terrain or enemy actions.

7-4

- (2) OPFOR: Emplace OPFOR ATGM-team in a covered/ concealed position along route of advance. Instruct OPFOR to remain in position and fire one round at prearranged point or on signal from Trainer. Instruct OPFOR to fire when lead and/or overwatch elements are exposed.

Simulation of an Enemy ATGM can be provided by a MILES-equipped TOW or DRAGON. If this is not feasible, the Trainer can report "ATGM from such-and-such a sector at such-and-such a distance" over the platoon net.

The airthreat can be simulated by having OPFOR fly a remotely-controlled airplane over the vehicle. If this is not feasible, the Trainer can report an airthreat over the platoon net--specifying sector and distance.

7-5

- (3) Unit: The platoon is moving using Traveling Overwatch or Bounding Overwatch.
- (4) MILES: Train without MILES until unit learns basic skills. Then equip unit and OPFOR with MILES and train to mastery.

c. Walk-Thru:

- (1) Before the walk-thru:
- (a) Coach soldiers to:
- 1 SECURE ALL EQUIPMENT ON THE VEHICLE.
  - 2 CHECK COMMO.
  - 3 CHECK WEAPONS.
- (b) COACH DRIVERS TO CONTINUOUSLY SELECT COVERED POSITIONS WHILE MOVING.

7-6



(c) Platoon Leader:

- 1 EMPLACES VEHICLES IN INITIAL POSITIONS.
- 2 ORDERS PLATOON TO BEGIN MOVING IN EITHER TRAVELING OVERWATCH OR BOUNDING OVERWATCH.

(2) During the walk-thru:

(a) Order OPFOR to fire ATGM simulator or call for aircraft simulator and apply the Standards.

- CREW DETECTING ATGM SIGNATURE OR ENEMY AIRCRAFT ALERTS OTHER VEHICLES:
- IDENTIFIES THREAT TYPE.
- INDICATES RANGE AND DIRECTION USING CLOCK SYSTEM ORIENTED TO PLATOON'S CENTER OF MASS.

7-7

Coach soldiers to:

- 1 Keep weapons at the ready.
- 2 Continuously maintain surveillance of air and ground.

(b) Apply the Standards:

- VEHICLES MOVE IMMEDIATELY TO NEARBY COVER; OR, MOVE AT HIGH SPEED ON A ZIG-ZAG PATH UNTIL COVER IS REACHED (IF NOT NEARBY).
- VEHICLES IMMEDIATELY ENGAGE ATGM POSITION OR AIRCRAFT WITH ASSAULT GUN (25MM).

(c) Apply the Standards:

- VEHICLES CONTINUE TO ENGAGE THREAT FROM COVERED POSITIONS.

7-8

- PLATOON LEADER CALLS IN SITREP ASAP.

NOTE: Call indirect fire on ATGM position, if available.

Coach soldiers to apply lead when engaging aircraft.

SITREP will follow unit SOP and should cover the four w's (who, what, when, where).

- (d) End Drill when platoon has reached cover or concealment or within 13 seconds, whichever comes first. Order gunners to cease firing.

- (e) Feedback:  
Assemble the platoon (and OPFOR if used) for an After Action Review. Use the Stand-

7-9

ards to be sure important training points are covered. Emphasize strong points and explain how to improve weaknesses.

6. PRACTICE:

- a. Conduct the Drill according to directions in the blocks above.
- b. Introduce the following variations as you repeat the Drill:
  - (1) Select different terrain/movement formation situations.
  - (2) Vary the threat.
  - (3) Reduce coaching until the platoon can perform to Standards without it.

7. PERFORM:

Inform CO CDR that platoon is ready for evaluation.

TRAINER'S GUIDE OUTLINE  
PLATOON DISENGAGES AND WITHDRAWS UNDER PRESSURE

1. TRAINING OBJECTIVE:

- a. Task: You will be learning how to disengage and withdraw from a firing position to a rally point while under pressure.
- b. Conditions:
  - (1) Friendly: Company is defending and is in danger of having its position overrun.
  - (2) Enemy: An enemy motorized column is attacking the company defensive position.
- c. Standards:

NO  
GO GO

(a) • Platoon Leader coordinates disengagement/withdrawal with platoon on his 8-1		
flank (simulated call).		
(b) • Platoon Leader orders his unit to disengage and withdraw to rally point.		
• Vehicles back out of firing positions, if necessary to avoid skylining.		
(c) • Vehicles employ principles of tactical driving in movement to rally point.		
• Vehicles take separate routes to rally point, following unit SOP.		
(d) • Vehicles arrive at rally point within two minutes of each other.		
(e) • Platoon Leader makes SITREP ASAP.		

(f) • Platoon Leader conducts hasty sustaining operations.		
------------------------------------------------------------	--	--

2. ORIENTATION: Tell why the task is important: that is, this unit cannot allow itself to be overrun. Hit, then fade away, and return to hit again. Stress hasty sustaining operations, rapid movement, and use of terrain. Coordination and communication between this platoon and its neighboring platoons is essential to a successful disengagement/withdrawal.
3. CAUTION: Warn all crew members to strap in and hang on tight during movement to prevent injury from buffeting.
4. PRETEST: See Set-Up Directions and Walk-Thru:
5. PRESENTATION:
  - a. Optional Demonstration:

8-3

- (1) If a nearby platoon has successfully performed the drill, have this platoon demonstrate it.
  - (2) Explain what they are doing and why as they demonstrate. Use the Standards as a guide.
  - (3) Summarize what the demonstrating platoon did.
- b. Set-Up Directions:
    - (1) Training Site Contains:
      - (a) Training area at least 2000 meters long and 500 meters wide.
      - (b) Platoon firing positions at midpoint of lane.
      - (c) Terrain varying in trafficability, natural cover and concealment, and opportunities for observation and fire.

8-4

- (2) OPFOR: At the beginning of training, no OPFOR vehicles or troops are required. An OPFOR can be simulated with silhouettes of Threat vehicles positioned approximately 1000 meters from the unit at the far end of the lane.

Employ OPFOR after basic skills are learned. Position a mix of armored vehicles approximately 1000 meters from the unit at the far end of the lane. Have OPFOR fire on unit from stationary positions as targets appear. To add greater realism to training, have OPFOR move toward the unit, head-on, firing at targets of opportunity.

- (3) Unit: Emplace platoon in firing positions in middle of training area, 1000 meters from OPFOR.

8-5

Firing positions:

- Permit observation and fire on the enemy.
- Make the most of available cover and concealment.
- Permit vehicles to be hull-down, if possible.
- Are separated from each other by 50-100 meters, depending upon tactical situation: mission, enemy action, terrain, weather, and visibility (METT).

Platoon Leader places his vehicle in the best possible position to:

- Observe the enemy.
- See as many of the platoon's vehicles as possible.

8-6

- Take advantage of available cover/concealment.

Deliver FRAGO to platoon covering mission, command and signal, objective, location of rally point, and routes to rally point.

- (4) MILES: Train without MILES until unit learns basic skills. Then equip unit and OPFOR with MILES and train to mastery.

c. Walk-Thru:

- (1) Before the walk-thru:

- (a) Coach soldiers to:

- 1 SECURE ALL EQUIPMENT ON THE VEHICLE.
- 2 CHECK COMMO.
- 3 CHECK WEAPONS.

- (b) HAVE PLATOON OPEN FIRE ON ENEMY WITH ASSAULT GUNS (25's).

8-7

- (c) HAVE OPFOR (IF USED) RETURN FIRE FROM STATIONARY POSITION(S), UNTIL ORDERED TO MOVE TOWARD PLATOON.

- (2) During the walk-thru:

- (a) While fire fight is in progress, begin Drill.

Apply the Standard:

- PLATOON LEADER COORDINATES DISENGAGEMENT/WITHDRAWAL WITH PLATOON ON HIS FLANK (SIMULATED CALL).

- (b) After call is simulated, apply the Standards:

- PLATOON LEADER ORDERS HIS UNIT TO DISENGAGE AND WITHDRAW TO RALLY POINT.

8-8

- VEHICLES BACK OUT OF FIRING POSITIONS, IF NECESSARY TO AVOID SKYLINING.

Coach soldiers to employ smoke to cover withdrawal, if wind conditions permit.

(c) Apply the Standards:

- VEHICLES EMPLOY PRINCIPLES OF TACTICAL DRIVING IN MOVEMENT TO RALLY POINT.
- VEHICLES TAKE SEPARATE ROUTES TO RALLY POINT, FOLLOWING UNIT SOP.

(d) Apply the Standard:

8-9

- VEHICLES ARRIVE AT RALLY POINT WITHIN TWO MINUTES OF EACH OTHER.

(e) Apply the Standard:

- PLATOON LEADER MAKES SITREP ASAP.

SITREP will follow unit SOP and should cover the four w's (who, what, when, where).

(f) Signal OPFOR (if used) to cease firing.

Apply the Standard:

- PLATOON LEADER CONDUCTS HASTY SUSTAINING OPERATIONS.

Coach soldiers to help check:

- 1 People.
- 2 Vehicles.
- 3 Weapons.
- 4 Ammo.

(g) End Drill after platoon has conducted sustaining operations, or when SITREP is made, whichever comes last.

(h) Feedback:  
Assemble the platoon and OPFOR (if used) for an After Action Review. Use the Standards to be sure important training points are covered. Emphasize strong points and explain how to improve weaknesses.

8-11

6. PRACTICE:

- a. Conduct the Drill according to directions in the blocks above.
- b. Introduce the following variations as you repeat the Drill:
  - (1) When platoon has mastered the basic skills, have OPFOR move toward the unit, head-on, firing at targets of opportunity.
  - (2) Employ different terrain.
  - (3) Reduce coaching until the platoon can perform to the Standards without it.

7. PERFORM:

Inform CO CDR that platoon is ready for evaluation.

8-12



# TRAINER'S GUIDE OUTLINE PLATOON ASSAULTS BY FIRE

## 1. TRAINING OBJECTIVE:

- a. Task: You will be learning how to assault an enemy position by fire.
- b. Conditions:
  - (1) Friendly: The platoon is ordered to assault as part of a company attack on an enemy column.
  - (2) Enemy: Platoon objective is an enemy motorized column whose position is known.
- c. Standards:

	GO	NO GO
(a) ● Platoon moves smoothly into tactical formation.		
9-1		

● Platoon Leader positions his vehicle where he can control direction and speed of platoon movement.		
● Platoon moves using appropriate movement technique.		
● Platoon moves taking advantage of cover and concealment.		
(b) ● Platoon Leader assigns firing positions to individual vehicles.		
Firing positions:		
● Permit observation and fire on the objective.		
● Make the most of available cover and concealment.		

<ul style="list-style-type: none"> <li>● Are approximately 50-100 meters apart in the platoon line, as appropriate.</li> </ul>		
<ul style="list-style-type: none"> <li>● Permit vehicles to be hull-down, if possible.</li> </ul>		
Platoon Leader places his vehicle in best possible position to:		
<ul style="list-style-type: none"> <li>● Observe the enemy.</li> </ul>		
<ul style="list-style-type: none"> <li>● See as many of the platoon's vehicles as possible.</li> </ul>		
<ul style="list-style-type: none"> <li>● Take advantage of available cover/concealment.</li> </ul>		
(c) ● Vehicles enter firing positions from the rear.		
9-3		
(d) ● Platoon Leader assigns sectors of the enemy formation to vehicles for observation and fire.		
(e) ● Vehicle commanders assign targets to crews in the following priority: tanks then carriers.		
Weapons are assigned to targets according to the following rules:		
<ul style="list-style-type: none"> <li>● Tanks: use TOW.</li> </ul>		
<ul style="list-style-type: none"> <li>● Carriers at long range (greater than 2000 meters): use TOW.</li> </ul>		
<ul style="list-style-type: none"> <li>● Carriers at short range (less than 2000 meters): use Assault Gun (25mm).</li> </ul>		
<ul style="list-style-type: none"> <li>● Assault Gun and TOW are not fired at the same time from the same vehicle.</li> </ul>		

● Vehicle commanders control their vehicle's rate of fire.		
● Assault Gun fires while TOW reloads, for engagements at less than 2000 meters.		
(f) Platoon Leader orders (1) cease fire and (2) move to rally point:		
● Platoon ceases fire.		
● Vehicles back out of firing positions, if necessary to avoid skylining.		
● Vehicles employ principles of tactical driving in movement to rally point.		
● Vehicles take separate routes to rally point, following unit SOP.		
(g) ● Platoon Leader makes SITREP to company ASAP.		

9-5

2. ORIENTATION: Tell why the task is important. Stress the importance of coordination and communication both during movement and firing. To be successful this exercise must be performed with parade ground precision: move, hit, then move again.
3. CAUTION: Tell the platoon the safety precautions to be followed when using blank ammunition. Remind them of the TOW Missile backblast area (stay back 50 meters). Warn all crew members to strap in and hang on tight during movement to prevent injury from buffeting.
4. PRETEST: See Set-Up Directions and Walk-Thru.
5. PRESENTATION:
  - a. Optional Demonstration:
    - (1) If a nearby platoon has successfully performed the Drill, have this platoon demonstrate it.
    - (2) Explain what they are doing and why as

9-6

they demonstrate. Use the Standards as a guide.

- (3) Summarize what the demonstrating platoon did.

b. Set-Up Directions:

- (1) Training Site Contains:

- (a) Relatively flat and open training area up to 3000 meters long and 2000 meters wide.
- (b) If possible, training area should provide cover and concealment for the unit at starting position, battle position, and rally point.

- (2) OPFOR: OPFOR are not required for this Drill. An OPFOR motorized formation

9-7

tion can be simulated with silhouettes of tanks, carriers, and other Threat vehicles positioned in a Threat-type tactical formation. Position simulated OPFOR approximately 2000 meters from platoon's battle position.

- (3) Unit: Emplace unit in a covered/concealed starting position at one end of training area. Deliver FRAGO to platoon covering command and signal, objective, route of advance, location of battle position, location of rally point, and routes to rally point from battle position.

- (4) MILES: Train without MILES until unit learns basic skills. If possible, equip unit and OPFOR with MILES and train to mastery.

c. Walk-Thru:

(1) Before the walk-thru:

(a) Coach soldiers to:

- 1 SECURE ALL EQUIPMENT ON THE VEHICLE.
- 2 CHECK COMMO.
- 3 CHECK WEAPONS.

(2) During the walk-thru:

(a) Order the Platoon to move out and apply the Standards:

- PLATOON MOVES SMOOTHLY INTO TACTICAL FORMATION.
- PLATOON LEADER POSITIONS HIS VEHICLE WHERE HE CAN CONTROL DIRECTION AND SPEED OF PLATOON MOVEMENT.

9-9

- PLATOON MOVES USING APPROPRIATE MOVEMENT TECHNIQUE.
- PLATOON MOVES TAKING ADVANTAGE OF COVER AND CONCEALMENT.

Note: For this maneuver speed is important, and therefore the appropriate movement techniques are traveling and/or traveling overwatch.

(b) When platoon reaches the battle position, apply the Standards:

- PLATOON LEADER ASSIGNS FIRING POSITIONS TO INDIVIDUAL VEHICLES.

FIRING POSITIONS:

- PERMIT OBSERVATION AND FIRE ON THE OBJECTIVE.

9-10

- MAKE THE MOST OF AVAILABLE COVER AND CONCEALMENT.
- ARE APPROXIMATELY 50-100 METERS APART IN THE PLATOON LINE, AS APPROPRIATE.
- PERMIT VEHICLES TO BE HULL-DOWN, IF POSSIBLE.

PLATOON LEADER PLACES HIS VEHICLE IN THE BEST POSSIBLE POSITION TO:

- OBSERVE THE ENEMY.
- SEE AS MANY OF THE PLATOON'S VEHICLES AS POSSIBLE.
- TAKE ADVANTAGE OF AVAILABLE COVER/ CONCEALMENT.

Note: Dispersion of firing positions in the platoon line is dependent on the tactical situation, including: terrain, weather, light and enemy action.

9-11

(c) Apply the Standard:

- VEHICLES ENTER FIRING POSITIONS FROM THE REAR.

Coach drivers to enter positions from the rear to reduce their chances of being observed.

(d) When in position, apply the Standard:

- PLATOON LEADER ASSIGNS SECTORS OF THE ENEMY FORMATION TO VEHICLES FOR OBSERVATION AND FIRE.

(e) Platoon Leader orders unit to open fire and applies the Standards:

9-12

- VEHICLE COMMANDERS ASSIGN TARGETS TO CREWS IN THE FOLLOWING PRIORITY:  
TANKS THEN CARRIERS.

WEAPONS ARE ASSIGNED TO TARGETS  
ACCORDING TO THE FOLLOWING RULES:

- TANKS: USE TOW.
- CARRIERS AT LONG RANGE  
(GREATER THAN 2000 METERS):  
USE TOW.
- CARRIERS AT SHORT RANGE (LESS  
THAN 2000 METERS): USE ASSAULT  
GUN (25MM).
- ASSAULT GUN AND TOW ARE NOT FIRED AT  
THE SAME TIME FROM THE SAME VEHICLE.
- VEHICLE COMMANDERS CONTROL THEIR  
VEHICLE'S RATE OF FIRE.

9-13

- ASSAULT GUN FIRES WHILE TOW RELOADS,  
FOR ENGAGEMENTS AT LESS THAN 2000  
METERS.

Explain to soldiers that:

- 1 Tanks are the most dangerous Threat  
and must be killed first.
- 2 The Assault Gun (25mm) should not be  
fired while the TOW is being tracked,  
since the resulting vibration may  
cause the TOW Gunner to miss his  
target.
- 3 The TOW and the Assault Gun (25mm)  
each have special advantages:
  - a The advantages of the TOW over the  
Assault Gun are these:
    - Ability to kill a tank--the  
Assault Gun can only immobilize  
it.

9-14

- Ability to destroy a target at an extended range (3750 meters).

b The advantages of the Assault Gun over the TOW are these:

- Relative speed of bullets compared to slower TOW Missile.
- Rapid fire rate compared to TOW.
- Ability to rapidly walk fire onto target and engage it.
- Large quantity of Assault Gun ammunition carried on board, compared to relatively few TOW Missiles.

NOTE: The effective ranges of the unit's weapons are shown on page 4-14.

9-15

(f) Platoon Leader orders unit to cease fire and move to rally point. Apply the Standards:

- PLATOON CEASES FIRE.
- VEHICLES BACK OUT OF FIRING POSITIONS, IF NECESSARY TO AVOID SKYLINING.
- VEHICLES EMPLOY PRINCIPLES OF TACTICAL DRIVING IN MOVEMENT TO RALLY POINT.
- VEHICLES TAKE SEPARATE ROUTES TO RALLY POINT, FOLLOWING UNIT SOP.

9-16



Note: Length of engagement is a tactical decision and under control of the Platoon Leader. Typically, each vehicle will move to an alternate firing position after firing one TOW since the TOW's signature is likely to give away the vehicle's position.

(g) Apply the Standard:

- PLATOON LEADER MAKES SITREP TO COMPANY ASAP.

SITREP will follow unit SOP and should cover the four w's (who, what, when, where).

(h) End the exercise when all vehicles reach  
9-17

the rally point and the SITREP has been made.

(i) Feedback:

Assemble the platoon for an After Action Review. Use the Standards to be sure important training points are covered. Emphasize strong points and explain how to improve weaknesses.

#### 6. PRACTICE:

- Conduct the Drill according to directions in the blocks above.
- Introduce the following variations as you repeat the Drill:

- (1) Employ different terrain.
- (2) Include an OPFOR with MILES to add realism to training.
- (3) Reduce coaching until the platoon can perform to the Standards without it.

7. PERFORM:

Inform CO CDR that platoon is ready for evaluation.

# TRAINER'S GUIDE OUTLINE CREW FIRES AND MOVES WITHIN A BATTLE POSITION

## 1. TRAINING OBJECTIVE:

- a. Task: You will be learning how to take up a primary firing position, fire, then move to and take up an alternate firing position.
- b. Conditions:
  - (1) Friendly: The crew's platoon/company is attacking an enemy column.
  - (2) Enemy: A motorized column which has entered the kill zone.
- c. Standards:

	GO	NO GO
(a) • Vehicle enters primary firing position 10-1		

from the rear.		
• Vehicle commander signals Platoon Leader (simulated by Trainer) when in position.		
(b) • Vehicle commander assigns targets to his crew in the following priority: tanks then carriers.		
Weapons are assigned to targets according to the following rules:		
• Tanks: use TOW.		
• Carriers at long range (greater than 2000 meters): use TOW.		
• Carriers at short range (less than 2000 meters): use Assault Gun (25mm).		
10-2		

● Assault Gun and TOW are not fired at the same time from the same vehicle.		
● Vehicle commander controls his vehicle's rate of fire.		
● Assault Gun fires while TOW reloads, for engagements at less than 2000 meters.		
(c) ● Crew ceases fire on order.		
● Vehicle backs out of firing position, if necessary to avoid skylining.		
● Vehicle employs principles of tactical driving in movement to alternate firing position.		
10-3		

(d) ● Vehicle enters alternate firing position from the rear.		
● Vehicle commander informs Platoon Leader (simulated by Trainer) when in position.		

2. ORIENTATION: Tell why the task is important. Stress the importance of coordination and communication within the crew, especially during firing. The crew must be able to take up positions smoothly and rapidly, hit, then move.
3. CAUTION: Tell the crew the safety precautions to be followed when using blank ammunition. Warn all crew members to strap in and hang on tight during movement to prevent injury from buffeting.
4. PRETEST: See Set-Up Directions and Walk-Thru.
5. PRESENTATION:

a. Optional Demonstration:

- (1) If a nearby crew has successfully performed the Drill, have this crew demonstrate it.
- (2) Explain what they are doing and why as they demonstrate. Use the Standards as a guide.
- (3) Summarize what the demonstrating crew did.

b. Set-Up Directions:

- (1) Training Site Contains:
  - (a) Relatively flat and open training area at least 2000 meters long and 200 meters wide.
  - (b) Training area should provide covered and concealed firing positions for the unit at one end.
- (2) OPFOR: No OPFOR vehicles or troops are required for this Drill. OPFOR can be

10-5

simulated with silhouettes of tanks, carriers, and other Threat vehicles positioned in a Threat-type tactical formation. Position silhouettes approximately 2000 meters from crew's battle position.

- (3) Unit: (a) Set Firing Positions and Deliver FRAGO: Emplace unit at the beginning of the lane a short distance from the battle position. Deliver FRAGO to crew covering command and signal, objective, and locations of primary and alternate positions.

Primary and alternate firing positions:

- Permit observation and fire on the objective.

10-6

- Make the most of available cover and concealment.
- Permit vehicle to be hull-down, if possible.
- Are separated from each other by 50-100 meters, depending upon tactical situation: terrain, weather, light, enemy action, etc.

(b) Employ Range Card: When you have the time and opportunity prepare and use range cards. The Trainer may himself prepare the card, or conduct training on it.

How to Prepare a Range Card: A range card is a diagram of the terrain a weapon is assigned to cover. It shows possible target

10-7

areas and terrain features plotted in relation to the firing position. Two copies should be prepared. One is kept on the vehicle and the other is given to the Platoon Leader. Each range card must contain the following information.

- The symbol for the weapon covering the sector.
- The azimuth (degrees) and distance (meters) of the firing position from an easily recognizable terrain feature.
- The boundaries of the assigned area to be covered by observation and fire.

10-8

- Areas where targets are likely to appear (engagement areas) and the range and azimuth to them from the firing position.
- Deadspace--areas that cannot be observed or covered by fire.
- The direction of magnetic North when the range card is oriented properly.
- Identification data:
  - Unit designation (no higher than company).
  - Time and date of preparation.
  - Firing position (primary, alternate, or supplementary).

An example of a range card is provided on page 10-20.

10-9

How to Stake the Position: Three stakes are necessary to mark a position. These stakes should be driven solidly into the ground. Stakes may be marked with tape to make them easier to see during periods of limited visibility.

- One stake is placed in front of the vehicle, centered on the driver's station, and just touching the hull. This stake should be long enough to be seen by the driver when he is at his position.
- The other two stakes should be placed parallel to one side of the vehicle. One stake should be lined up with the hub of the frontmost wheel,

10-10

and one lined up with the hub of the rearmost wheel. Stakes should be placed so as to allow the driver to enter the position without knocking them down.

- (4) MILES: MILES is not necessary for this Drill, since no OPFOR are required.

c. Walk-Thru:

- (1) Before the walk-thru:

- (a) Coach soldiers to:

- 1 SECURE ALL EQUIPMENT ON THE VEHICLE.
- 2 CHECK COMMO.
- 3 CHECK WEAPONS.

- (2) During the walk-thru:

10-11

- (a) Order vehicle to take up primary firing position, and apply the Standards:

- VEHICLE ENTERS PRIMARY FIRING POSITION FROM THE REAR.
- VEHICLE COMMANDER SIGNALS PLATOON LEADER (SIMULATED BY TRAINER) WHEN IN POSITION.

Coach driver to enter position from the rear to reduce the possibility of being observed.

Before contact is made, vehicle commander should signal Platoon Leader by means of arm-and-hand signals.

Platoon Leader (simulated by Trainer):  
Upon receipt of signal, assign sector of the enemy formation to vehicle for observation and fire.

10-12



(b)

Order unit to open fire and observe the vehicle while applying the Standards:

- VEHICLE COMMANDER ASSIGNS TARGETS TO HIS CREW IN THE FOLLOWING PRIORITY: TANKS THEN CARRIERS.

WEAPONS ARE ASSIGNED TO TARGETS ACCORDING TO THE FOLLOWING RULES:

- TANKS: USE TOW.
- CARRIERS AT LONG RANGE (GREATER THAN 2000 METERS): USE TOW.
- CARRIERS AT SHORT RANGE (LESS THAN 2000 METERS): USE ASSAULT GUN (25MM).
- ASSAULT GUN AND TOW ARE NOT FIRED AT THE SAME TIME FROM THE SAME VEHICLE.

10-13

- VEHICLE COMMANDER CONTROLS HIS VEHICLE'S RATE OF FIRE.
- ASSAULT GUN FIRES WHILE TOW RELOADS, FOR ENGAGEMENTS AT LESS THAN 2000 METERS.

Explain to soldiers that:

- 1 Tanks are the most dangerous Threat and must be killed first.
- 2 The Assault Gun (25mm) should not be fired while the TOW is being tracked, since the resulting vibration may cause the TOW Gunner to miss his target.
- 3 The TOW and the Assault Gun (25mm) each have special advantages:
  - a The advantages of the TOW over the Assault Gun are these:

10-14

- Ability to kill a tank--the Assault Gun can only immobilize it.
- Ability to destroy a target at an extended range (3750 meters).

b The advantages of the Assault Gun over the TOW are these:

- Relative speed of bullets compared to slower TOW Missile.
- Rapid fire rate compared to TOW.
- Ability to rapidly walk fire onto target and engage it.
- Large quantity of Assault Gun ammunition carried on board, compared to relatively few TOW Missiles.

10-15

NOTE: The effective ranges of the unit's weapons are shown on page 4-14.

- (c) Order unit to cease fire and move to alternate firing position. Apply the Standards:
- CREW CEASES FIRE ON ORDER.
  - VEHICLE BACKS OUT OF FIRING POSITION, IF NECESSARY TO AVOID SKYLINING.
  - VEHICLE EMPLOYS PRINCIPLES OF TACTICAL DRIVING IN MOVEMENT TO ALTERNATE FIRING POSITION.

NOTE: Length of engagement from primary position is a tactical decision and under control of the Platoon Leader (simulated by the Trainer).

10-16

Typically, each vehicle will move to an alternate firing position after firing one TOW, since the TOW's signature is likely to give away the vehicle's position.

(d) Apply the Standards:

- VEHICLE ENTERS ALTERNATE FIRING POSITION FROM THE REAR.
- VEHICLE COMMANDER INFORMS PLATOON LEADER (SIMULATED BY TRAINER) WHEN IN POSITION.

Coach driver to enter position from the rear to reduce the possibility of being observed.

After contact has been made, vehicle

10-17

commander may inform Platoon Leader by radio, if necessary.

(e) Upon receipt of message, end the Drill.

(f) Feedback:

Assemble the crew for an After Action Review. Use the Standards to be sure important training points are covered. Emphasize strong points and explain how to improve weaknesses.

5. PRACTICE:

- a. Conduct the Drill according to directions in the blocks above.

10-18

b. Introduce the following variations as you repeat the Drill:

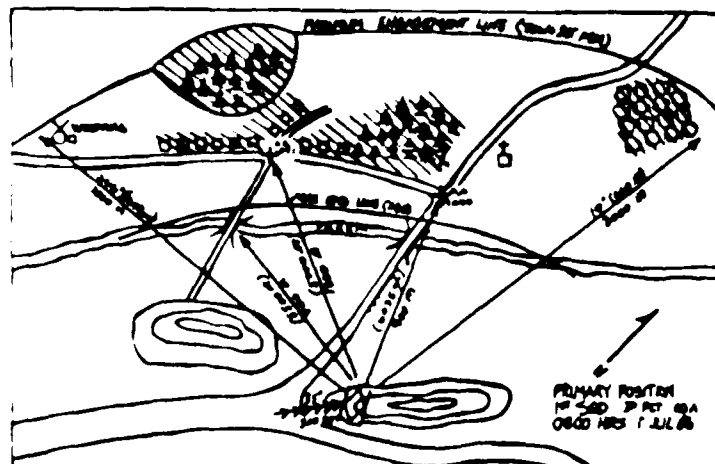
- (1) Employ different terrain.
- (2) Reduce coaching until the crew can perform to the Standards without it.

7. PERFORM:

Inform PLT LDR/PLT SGT that crew is ready for evaluation.

10-19

EXAMPLE OF A RANGE CARD



10-20

# TRAINER'S GUIDE OUTLINE

## PLATOON FIRES AND MOVES WITHIN A BATTLE POSITION

### 1. TRAINING OBJECTIVE:

- a. Task: You will be learning how to take up a primary firing position, fire, then move to and take up an alternate firing position.
- b. Conditions:
  - (1) Friendly: The company is conducting a flank attack on an enemy column.
  - (2) Enemy: A motorized column approaching the kill zone.
- c. Standards:

	GO	NO GO
(a) • Vehicles enter primary firing positions 11-1		

from the rear.		
(b) • Vehicle commanders signal Platoon Leader when in position.		
(c) • Platoon Leader assigns sectors of the enemy formation to vehicles for observation and fire.		
(d) • Vehicle commanders assign targets to crews in the following priority: tanks, then carriers, and then personnel.		
Weapons are assigned to targets according to the following four rules:		
• Tanks: use TOW.		
• Carriers at long range (greater than 2000 meters): use TOW.		

<ul style="list-style-type: none"> <li>• Carriers at short range (less than 2000 meters): use Assault Gun (25mm).</li> <li>• Personnel: use Coaxial Machine Gun (7.62mm).</li> <li>• Assault Gun and TOW are not fired at the same time from the same vehicle.</li> <li>• Vehicle commanders control their vehicle's rate of fire.</li> <li>• Assault Gun fires while TOW reloads, for engagements at less than 2000 meters.</li> </ul>		
(e) • Platoon ceases fire on order.		
• Vehicles back out of firing positions, 11-3		

if necessary to avoid skylining.		
• Vehicles employ principles of tactical driving in movement to alternate positions.		
(f) • Vehicles enter alternate firing positions from the rear.		
(g) • Vehicle commanders inform Platoon Leader when in position.		

2. ORIENTATION: Tell why the task is important. Stress the importance of coordination and communication both during movement into/out of positions and during firing. The platoon must be able to move rapidly into positions, hit, and move again.
3. CAUTION: Tell the platoon the safety precautions to be followed when using blank ammunition. Remind them of the TOW Missile backblast area (stay back 50 meters).

Caution unit's drivers to avoid one another's vehicles during movements within the battle position. Caution OPFOR drivers to watch out for dismounted OPFOR soldiers.

4. PRETEST: See Set-Up Directions and Walk-Thru.

5. PRESENTATION:

a. Optional Demonstration:

- (1) If a nearby platoon has successfully performed the Drill, have this platoon demonstrate it.
- (2) Explain what they are doing and why as they demonstrate. Use the Standards as a guide.
- (3) Summarize what the demonstrating platoon did.

b. Set-Up Directions:

(1) Training Site Contains:

- (a) Relatively flat and open training area up to 3000 meters long and 1000 meters wide.

11-5

- (b) Training area should provide covered and concealed firing positions for the unit at one end.

- (2) OPFOR: Early in training, OPFOR can be simulated with silhouettes of tanks, carriers, and other Threat vehicles positioned in a Threat-type tactical formation. Position silhouettes approximately 2000 meters from platoon's battle position.

Later in training, OPFOR includes armored vehicles (a mix of tanks and APCs) and dismounted infantry. Initial OPFOR positions should be greater than 2000 meters from platoon's battle position. Set-up OPFOR to move at an oblique angle to the unit. Instruct OPFOR to return fire when fired upon and continue moving in a Threat-type formation (such as is shown for Drill 4).

11-6

(3) Unit: (a) Set Firing Positions and Deliver FRAGO: Emplace unit at the beginning of the lane a short distance from the battle position. Deliver FRAGO to platoon covering command and signal, objective and locations of primary and alternate firing positions for each vehicle in the platoon. Primary and alternate firing positions:

- Permit observation and fire on objective.
- Make the most of available cover and concealment.
- Permit vehicles to be hull-down, if possible.
- Are approximately 50-100 meters apart, as appropriate. (Note:

11-7

Primary positions are separated from each other by 50-100 meters. Alternate positions are separated from each other by 50-100 meters. Also primary positions are separated from alternate positions by 50-100 meters).

Platoon Leader places his vehicle in the best possible position to:

- Observe the enemy.
- See as many of the platoon's vehicles as possible.
- Take advantage of available cover/concealment.

(b) Employ Range Card: When you have the time and opportunity prepare

11-8



and use range cards. The Trainer may himself prepare the card, or conduct training on it.

How to Prepare a Range Card: A range card is a diagram of the terrain a weapon is assigned to cover. It shows possible target areas and terrain features plotted in relation to the firing position. Two copies should be prepared. One is kept on the vehicle and the other is given to the Platoon Leader. Each range card must contain the following information:

- The symbol for the weapon covering the sector.
- The azimuth (degrees) and distance (meters) of the firing position from an easily

11-9

recognizable terrain feature.

- The boundaries of the assigned area to be covered by observation and fire.
- Areas where targets are likely to appear (engagement areas) and the range and azimuth to them from the firing position.
- Deadspace--areas that cannot be observed or covered by fire.
- The direction of magnetic North when the range card is oriented properly.
- Identification data:
  - Unit designation (no higher than company).
  - Time and date of preparation.

11-10

- Firing position (primary, alternate, or supplementary).

An example of a range card is provided on page 10-20.

How to Stake the Position: Three stakes are necessary to mark a position. These stakes should be driven solidly into the ground. Stakes may be marked with tape to make them easier to see during periods of limited visibility.

- One stake is placed in front of the vehicle, centered on the driver's station, and just touching the hull. This stake should be long enough to be seen by the driver when he is at his position.

11-11

- The other two stakes should be placed parallel to one side of the vehicle. One stake should be lined up with the hub of the frontmost wheel, and one lined up with the hub of the rearmost wheel. Stakes should be placed so as to allow the driver to enter the position without knocking them down.

(4) MILES: Train without MILES until unit learns basic skills. Then equip unit and OPFOR with MILES and train to mastery.

c. Walk-Thru:

(1) Before the walk-thru

(a) Coach soldiers to:

- 1 SECURE ALL EQUIPMENT ON THE VEHICLE.
- 2 CHECK COMMO.

11-12

### 3 CHECK WEAPONS.

(2) During the walk-thru:

- (a) Begin Drill by signalling OPFOR to move to static positions or to move along route. Order platoon to take up primary firing positions, and apply the Standard:

- VEHICLES ENTER PRIMARY FIRING POSITIONS FROM THE REAR.

Coach drivers to enter positions from the rear to reduce their chances of being observed.

- (b) Apply the Standard:

- VEHICLE COMMANDERS SIGNAL PLATOON LEADER WHEN IN POSITION.

11-13

Before contact is made, vehicle commanders should signal Platoon Leader by means of arm-and-hand signals.

- (c) When in position, apply the Standard:

- PLATOON LEADER ASSIGNS SECTORS OF THE ENEMY FORMATION TO VEHICLES FOR OBSERVATION AND FIRE.

- (d) Platoon Leader orders unit to open fire and applies the Standards:

- VEHICLE COMMANDERS ASSIGN TARGETS TO CREWS IN THE FOLLOWING PRIORITY: TANKS, THEN CARRIERS, AND THEN PERSONNEL.

WEAPONS ARE ASSIGNED TO TARGETS ACCORDING TO THE FOLLOWING FOUR RULES:

11-14

- TANKS: USE TOW.
- CARRIERS AT LONG RANGE (GREATER THAN 2000 METERS): USE TOW.
- CARRIERS AT SHORT RANGE (LESS THAN 2000 METERS): USE ASSAULT GUN (25MM).
- PERSONNEL: USE COAXIAL MACHINE GUN (7.62MM).
- ASSAULT GUN AND TOW ARE NOT FIRED AT THE SAME TIME FROM THE SAME VEHICLE.
- VEHICLE COMMANDERS CONTROL THEIR VEHICLE'S RATE OF FIRE.
- ASSAULT GUN FIRES WHILE TOW RELOADS, FOR ENGAGEMENTS AT LESS THAN 2000 METERS.

Explain to soldiers that:

11-15

- 1 Tanks are the most dangerous Threat and must be killed first.
- 2 The Assault Gun (25mm) should not be fired while the TOW is being tracked, since the resulting vibration may cause the TOW Gunner to miss his target.
- 3 The TOW and the Assault Gun (25mm) each have special advantages:
  - a The advantages of the TOW over the Assault Gun are these:
    - Ability to kill a tank--the Assault Gun can only immobilize it.
    - Ability to destroy a target at an extended range (3750 meters).

11-16

b The advantages of the Assault Gun over the TOW are these:

- Relative speed of bullets compared to slower TOW Missile.
- Rapid fire rate compared to TOW.
- Ability to rapidly walk fire onto target and engage it.
- Large quantity of Assault Gun ammunition carried on board, compared to relatively few TOW Missiles.

(e) Platoon Leader orders unit to cease fire and move to alternate firing positions. Apply the Standards:

- PLATOON CEASES FIRE ON ORDER.
- VEHICLES BACK OUT OF FIRING POSI-  
11-17

TIONS, IF NECESSARY TO AVOID SKYLINING.

- VEHICLES EMPLOY PRINCIPLES OF TACTICAL DRIVING IN MOVEMENT TO ALTERNATE POSITIONS.

Note: Length of engagement from primary positions is a tactical decision and under control of the Platoon Leader. Typically, each vehicle will move to an alternate firing position after firing one TOW, since TOW's signature is likely to give away the vehicle's position.

(f) Apply the Standard:

- VEHICLES ENTER ALTERNATE FIRING POSITIONS FROM THE REAR.

Coach drivers to enter positions from the rear to reduce their chances of being observed.

(g) Apply the Standard:

- VEHICLE COMMANDERS INFORM PLATOON LEADER WHEN IN POSITION.

After contact has been made, vehicle commanders may inform Platoon Leader by radio, if necessary.

(h) End the exercise when all vehicles are in alternate positions. Signal OPFOR (if used) to halt and cease fire.

11-19

(i) Feedback:

Assemble the platoon and OPFOR (if used) for an After Action Review. Use the Standards to be sure important training points are covered. Emphasize strong points and explain how to improve weaknesses.

#### 6. PRACTICE:

- a. Conduct the Drill according to directions in the blocks above.
- b. Introduce the following variations as you repeat the Drill:
  - (1) Vary OPFOR's angle of movement toward the platoon.
  - (2) Employ different terrain.

11-20

- (3) Reduce coaching until the platoon can perform to the Standards without it.

7. PERFORM:

Inform CO CDR that platoon is ready for evaluation.

# TRAINER'S GUIDE OUTLINE PLATOON DISPLACES FROM BATTLE POSITION TO BATTLE POSITION

### 1. TRAINING OBJECTIVE:

- a. Task: You will be learning how to move out together on order from one platoon battle position to another.
- b. Conditions:
  - (1) Friendly: Company is attacking an objective by fire and the platoon is ordered to displace to another location to fire on the same objective.
  - (2) Enemy: Motorized platoon located on the company objective, at a range of 2000 meters.
- c. Standards:

NO  
GO GO

12-1

(a)	• Platoon Leader orders platoon to dis-engage and assemble at alternate battle position.		
(b)	• Vehicles back out of firing positions, if necessary to avoid skylining.		
(c)	• Vehicles employ principles of tactical driving in movement to alternate battle position.		
	• Vehicles take separate routes to alternate battle position, if conditions permit.		
	• Vehicles arrive at alternate battle position within ____ minutes of each other.		

12-2



(d) ● Platoon Leader assigns firing positions to individual vehicles.		
Firing positions:		
● Permit observation and fire on the objective.		
● Make the most of available cover and concealment.		
● Are approximately 50-100 meters apart in the platoon line, as appropriate.		
● Permit vehicles to be hull-down, if possible.		
Platoon Leader places his vehicle in the best possible position to:		
12-3		

● Observe the enemy.		
● See as many of the platoon's vehicles as possible.		
● Take advantage of the available cover/concealment.		
(e) ● Vehicles enter firing positions from the rear.		
(f) ● Vehicle commanders inform Platoon Leader when they are in position.		

2. ORIENTATION: Tell why the task is important: to reduce the effects of enemy artillery and to deny enemy gunners a fixed target. Stress use of terrain and rapid movement to next position.
3. CAUTION: Warn drivers to avoid each other's vehicles during movement. Remind crew members

to strap in and hang on tight during movement to prevent injury from buffeting.

4. PRETEST: See Set-Up Directions and Walk-Thru.

5. PRESENTATION:

a. Optional Demonstration:

- (1) If a nearby platoon has successfully performed this Drill, have them demonstrate it.
- (2) Explain what they are doing and why as they demonstrate. Use the Standards as a guide.
- (3) Summarize what the demonstrating platoon did.

b. Set-Up Directions:

(1) Training Site Contains:

(a) Training area approximately 2000 meters

12-5

long and 1500 meters wide.

(b) Primary and alternate platoon battle positions oriented on the same enemy objective and separated from each other by \_\_\_\_\_ meters.

(c) Platoon battle positions provide cover/concealment from the enemy objective located approximately 2000 meters away.

(2) OPFOR: Emplace OPFOR (an APC or dismounted M60 machine gun) in position on objective. At the beginning of training OPFOR are used primarily as observers and targets. After basic skills are learned, OPFOR may simulate fire from long range to maintain realism.

(3) Unit: Emplace platoon in individual firing positions within the primary platoon battle position. (This is discussed

12-6

in Drills 9 and 10.) Deliver FRAGO to platoon covering mission, command and signal, objective, location of alternate battle position, and routes to alternate battle position.

- (4) MILES: Train without MILES until unit learns basic skills then equip unit and OPFOR with MILES and train to mastery.

c. Walk-Thru:

- (1) Before the walk-thru:

- (a) Coach soldiers to:

- 1 SECURE ALL EQUIPMENT ON THE VEHICLE.
- 2 CHECK COMMO.
- 3 CHECK WEAPONS.

- (2) During the walk-thru:

- (a) Begin Drill by applying the Standard:  
12-7

- PLATOON LEADER ORDERS PLATOON TO DISENGAGE AND ASSEMBLE AT ALTERNATE BATTLE POSITION.

- (b) Apply the Standard:

- VEHICLES BACK OUT OF FIRING POSITIONS IF NECESSARY TO AVOID SKYLINING.

Coach soldiers to use smoke to cover disengagement, if wind conditions permit.

- (c) Apply the Standards:

- VEHICLES EMPLOY PRINCIPLES OF TACTICAL DRIVING IN MOVEMENT TO ALTERNATE BATTLE POSITION.

- VEHICLES TAKE SEPERATE ROUTES TO ALTERNATE BATTLE POSITION, IF CONDITIONS PERMIT.
- VEHICLES ARRIVE AT ALTERNATE BATTLE POSITION WITHIN \_\_\_\_\_ MINUTES OF EACH OTHER.

NOTE: The platoon's vehicles may all be forced to follow the same route from battle position to battle position if, for example, there is only one route which provides good cover and concealment, or if there are known minefields on alternate routes. This decision is to be made by the Platoon Leader. Routes should be reconnoitered and marked in advance, if time permits.

12-9

NOTE: For this maneuver, speed is important. Therefore the appropriate movement techniques are traveling and/or traveling over-watch.

(d) When platoon reaches the alternate battle position, apply the Standards:

- PLATOON LEADER ASSIGNS FIRING POSITIONS TO INDIVIDUAL VEHICLES.

FIRING POSITIONS:

- PERMIT OBSERVATION AND FIRE ON THE OBJECTIVE.
- MAKE THE MOST OF AVAILABLE COVER AND CONCEALMENT.
- ARE APPROXIMATELY 50-100 METERS APART IN THE PLATOON LINE, AS

12-10

APPROPRIATE.

- PERMIT VEHICLES TO BE HULL-DOWN, IF POSSIBLE.

PLATOON LEADER PLACES HIS VEHICLE IN THE BEST POSSIBLE POSITION TO:

- OBSERVE THE ENEMY.
- SEE AS MANY OF THE PLATOON'S VEHICLES AS POSSIBLE.
- TAKE ADVANTAGE OF AVAILABLE COVER/ CONCEALMENT.

Note: Dispersion of firing positions in the platoon line is dependent on the tactical situation, including: mission, enemy action, terrain, weather, and visibility (METT).

12-11

(e) Apply the Standard:

- VEHICLES ENTER FIRING POSITIONS FROM THE REAR.

Coach drivers to enter positions from the rear to reduce their chances of being observed.

(f) Apply the Standard:

- VEHICLE COMMANDERS INFORM PLATOON LEADER WHEN THEY ARE IN POSITION.

Before contact is made, vehicle commanders should signal Platoon Leader by means of arm-and-hand signals. After contact has been made, vehicle commanders may inform Platoon Leader by radio, if necessary.

12-12

- (g) End the exercise when all vehicles are in position.

- (h) Feedback:  
Assemble the platoon and OPFOR (if used) for an After Action Review. Use the Standards to be sure important training points are covered. Emphasize strong points and explain how to improve weaknesses.

6. PRACTICE:

- a. Conduct the Drill according to directions in the blocks above.
- b. Introduce the following variations as you repeat the Drill:

12-13

- (1) Have vehicles move to new position both following the same route (simulated minefields) and following separate routes.
- (2) Employ different terrain.
- (3) Employ OPFOR to add realism to training.
- (4) Reduce coaching until the platoon can perform to the Standards without it.

7. PERFORM:

Inform CO CDR that platoon is ready for evaluation.

12-14